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ABSTRACT

This booklet contains the official rules and interpretations for officiating in volleyball competitions. Section 1 states the National Association for Girls and Women in Sport (NAGWS) interscholastic and collegiate volleyball rules for 1989-90. Section 2 presents a summary and descriptions of officiating techniques and mechanics. Study questions for volleyball referees are given in section 3. Section 4 lists NAGWS and Affiliate Boards of Officials (ABO) services. The 1988 championship results are included. (JD)

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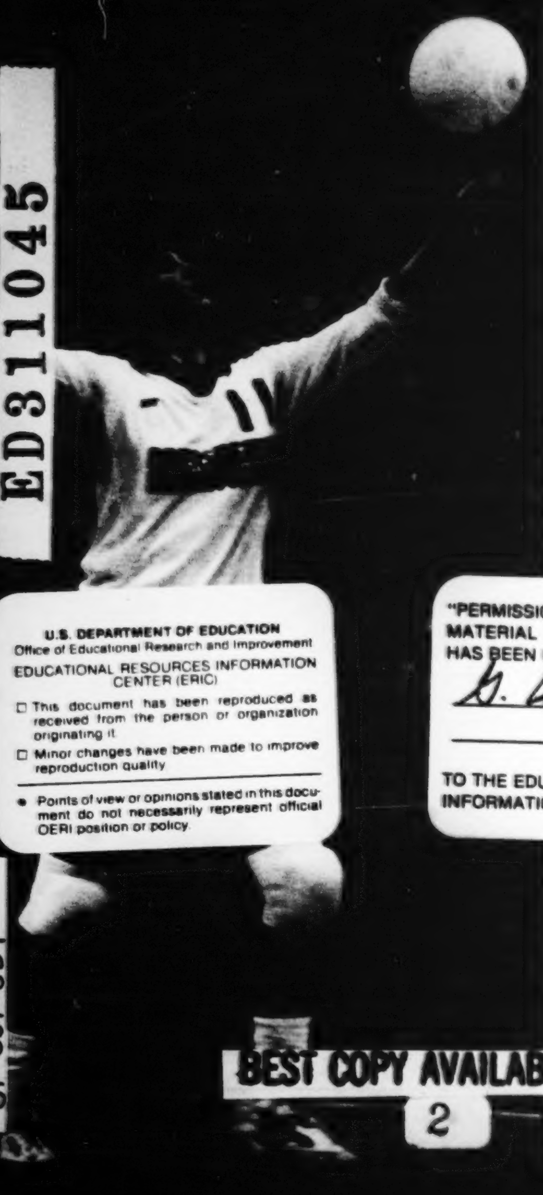

NAGWS
Volleyball
Guide
1989

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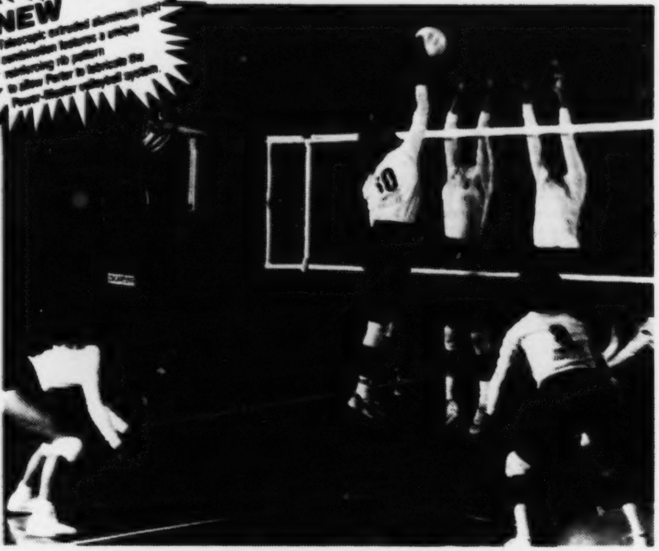

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NAGWS Volleyball Guide

1989 Official Rules & Interpretations/Officiating

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1900 Association Dr.
Reston, VA 22091
0-88314-435-2

National Association for Girls & Women in Sport

Purposes of the American Alliance For Health, Physical Education, Recreation and Dance

The American Alliance is an educational organization, structured for the purposes of supporting, encouraging, and providing assistance to member groups and their personnel throughout the nation as they seek to initiate, develop, and conduct programs in health, leisure, and movement-related activities for the enrichment of human life.

Alliance objectives include:

1. Professional growth and development—to support, encourage, and provide guidance in the development and conduct of programs in health, leisure, and movement-related activities which are based on the needs, interests, and inherent capacities of the individual in today's society.
2. Communications—to facilitate public and professional understanding and appreciation of the importance and value of health, leisure, and movement-related activities as they contribute toward human wellbeing.
3. Research—to encourage and facilitate research which will enrich the depth and scope of health, leisure, and movement-related activities; and to disseminate the findings to the profession and other interested and concerned publics.
4. Standards and guidelines—to further the continuous development and evaluation of standards within the profession for personnel and programs in health, leisure, and movement-related activities.
5. Public affairs—to coordinate and administer a planned program of professional, public, and governmental relations that will improve education in areas of health, leisure, and movement-related activities.
6. To conduct other activities as shall be approved by the Board of Governors and the Alliance Assembly, provided that the Alliance shall not engage in any activity which would be inconsistent with the status of an educational and charitable organization as defined in Section 501 (c) (3) of the Internal Revenue Code of 1954 or any successor provision thereto, and none of the said purposes shall at any time be deemed or construed to be purposes other than the public benefit purposes and objectives consistent with such educational and charitable status.

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National Association for Girls & Women in Sport

The National Association for Girls and Women in Sport is a nonprofit, educational organization designed to serve the needs of administrators, teachers, coaches, leaders, and participants of sport programs for girls and women. One of six associations of the American Alliance for Health, Physical Education, Recreation, and Dance, the National Association for Girls and Women in Sport (NAGWS) is the only national professional organization devoted exclusively to providing opportunities for girls and women in sport-related disciplines and careers.

Purpose

The purpose of the National Association for Girls and Women in Sport is to serve as the primary organization for the professional development and promotion of girls and women in sport and physical activity.

Goals

1) NAGWS shall recruit, develop, and promote women for leadership positions in sport and physical activity.
2) NAGWS shall serve as an advocate for women's full participation in physical activity and sport leadership.
3) NAGWS shall serve as an advocate for the initiation and enhancement of quality programs of sport and physical activity designed to accommodate females of all ages, races, creeds, ethnic origins, economic levels, abilities and interests.

Functions

The NAGWS promotes desirable sport programs and provides leadership and professional opportunities through:

1) Formulating and publicizing guiding principles and standards for the administrator, official, leader, and player.
2) Publishing and interpreting rules governing sports for girls and women.
3) Providing the means for training, evaluating, and rating officials.

4) Stimulating, evaluating, and disseminating research in the field of girls' and women's sports.
5) Cooperating with allied groups interested in girls' and women's sports in order to formulate policies and rules that affect the conduct of women's sports.
6) Providing opportunities for the development of leadership among girls and women for the conduct of their sport programs.

Beliefs

The National Association for Girls and Women in Sport believes that:

1) Sport programs should be a part of the total educational experience of the participant when conducted in educational institutions.
2) Opportunities for instruction and participation in sports appropriate to her skill level should be included in the experience of every girl.
3) An understanding of the relationship between competition and cooperation and the utilization of both within the accepted framework of our society is one of the desirable outcomes of sport participation.
4) Physical activity is important in the maintenance of the general health and fitness of the participant.
5) Participation in sports contributes to the development of self-confidence and to the establishment of desirable interpersonal relationships.

Services

1) *GWS News:* Three times each year, this newsletter relates recent developments, national news and association events. A seasonal calendar posts upcoming activities.
2) The Affiliated National Coaches Council: The Council provides its members with opportunities for leadership and professional growth. Coaches, athletic trainers, and officials are given the chance to share ideas, receive valuable training and meet colleagues through frequent conferences. Members may participate in research projects and rules committees which allow them the opportunity to shape individual sports.
3) The Affiliated Boards of Officials: ABO's goals include to improve the quality of officiating for girls' and women's sports contests, to increase the number of competent women officials, and to promote

the involvement of women in the governing bodies of other sport officiating groups. The ABO strives to accomplish these goals by developing officiating techniques, providing materials for training and rating officials, promoting the use of ABO-rated officials, and promoting standards with respect to fees, ratings, and uniforms.

4) Legislation: NAGWS speaks on Capitol Hill providing strong and able representation in legislative activities to ensure quality and equality in programs for women.
5) Speaker's Bureau: NAGWS maintains a list of qualified members to refer as speakers when requests come in from across the nation and around the world.
6) Student Services: A student representative is appointed to the NAGWS Board of Directors each year to ensure student input, and a section of *GWS News* is reserved for students to exchange ideas. Exciting student internships at NAGWS national headquarters provide valuable learning experiences and an opportunity to make professional contacts.
7) National AAHPERD Convention: NAGWS regularly hosts four in-depth, full-day conferences at this annual convention. NAGWS also sponsors or co-sponsors approximately 60 convention sessions on topics ranging from "physiological considerations" to "anti-discriminatory laws and administration guidelines" and "positive strokes for coaches."

For NAGWS membership information, call or write:
The American Alliance for Health, Physical Education,
Recreation, and Dance
1900 Association Drive
Reston, Virginia 22091
(703) 476-3400

Foreword

Laurie Priest
NAGWS President

Since 1899, NAGWS has been dedicated to providing quality and equality in sports programs for girls and women. This NAGWS Volleyball Guide is an important part of our heritage and is one of the many membership services that NAGWS offers. On behalf of the NAGWS Board of Directors, I want to thank those volunteers whose dedication and commitment made this publication possible.

We have a rich history and have made great strides for girls and women in sport, but have many hurdles before us as we approach the 21st century. We need your commitment and support if we are to ensure that women will continue to serve as officials, coaches, and administrators. Become active in the one organization dedicated to providing quality sport experiences for all girls and women. Become a part of creating a future we can all grow in and be proud of.

NAGWS Volleyball Rules Committee 1988-1989*

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*Materials for the 1989-90 *Guide* were prepared by the 1988-1989 Committee.

NAGWS Women's Interscholastic and Collegiate Volleyball Rules
1989-90

Rules of the Game as authorized by the International Volleyball Federation at the XVII Congress, Seoul, Korea, September, 1988.

The 1989-90 United States Volleyball Rules are reprinted with permission from the United States Volleyball Association, the national governing body for volleyball.

Preface

The NAGWS Volleyball Rules continue to be based on the United States Volleyball Rules, which in turn are adopted from the rules and interpretations of the Federation International of Volleyball Rules.

In September 1988, the International Rules of the Games Commission adopted several major and minor rule changes at its meeting in Seoul, Korea. These new rules have been incorporated into the body of the 1989-90 NAGWS Volleyball Guide either as experimental rules or as new rule changes.

All changes will be noted by use of a (✓) or underlining to aid the reader in easy recognition. There is also a section called "Summary of Major Rule Changes" which lists changes, clarifications, and interpretations.

In addition to reviewing the new rules, the NAGWS Rules Committee continues to maintain its commitment to modifications of international rules which are beneficial to educational institutions. These modifications are:

1. Three entries for each player and twelve team substitutes are permissible in a game;
2. All uniformed players and team representatives may participate in all timeouts at the sideline or vicinity of the bench;
3. Team timeouts will be 45 seconds;
4. The option to change sides at 8 points of the deciding game if both teams agree;
5. For scholastic and intercollegiate competition, the coach is allowed to call timeout and approach the first referee to protest a misinterpretation or misapplication of a rule;
6. For scholastic competition the time between games will be 3 minutes.

The NAGWS Volleyball Rules Committee supports the NAGWS position that sportsmanlike behavior should prevail in the conduct of athletic endeavors, therefore, a player may make an honor call.

NAGWS Summary of Rule Changes for 1989

1. Rule 4, Article 3, Note—Protest by coaches
   Scholastic and intercollegiate coaches may request a timeout to protest a nonjudgmental decision.
2. Rule 4, Article 5—Substitutes in the warm up area
   Substitutes may be in the warm up area or seated on the bench.
3. Rule 4, Article 9—Improper requests
   Improper requests are denied. Subsequent improper requests are sanctioned as a team delay.
4. Rule 4, Article 10—Team delays
   A team delay is sanctioned as a team warning (yellow card).
5. Rule 5, Article 2(a)—Verification of team rosters
   Team rosters are verified as accurate by the second referee.

Interpretation Changes

6. Rule 5, Commentary 3(c)(4)—Protective devices
   All exposed metal and other hard parts shall be covered.
7. Rule 8, Commentary 14—Blocking or attacking the serve
   A player in the attack zone cannot attack nor block a served ball.

Clarifications

8. Rule 14, Commentary 4, Note—Crowd control
   Clarifies crowd control responsibilities
9. Rule 5, Article 2(h)—Injury time out
   A player may be granted only 1 three minute injury time out in a match.

Recommended Procedures

10. Rule 1, Commentary 13(f)—Speed wipers recommended
    It is recommended that speed wipers be available.
11. Rule 2, Article 5, Note—Padding of supports & referee's stand.
    This padding is strongly recommended and will become a requirement in 1990.

Experimental Rules

12. Rule 6, Article 6—Interval between games
    This modification would change the time interval between games to a maximum of 3 minutes.

13. **Rule 12, Article 2—Scoring**
    Each game would have a maximum score of 17 points and the deciding game would be scored with the rally point scoring system. The team winning the rally scores a point and serves next.

Experimental Rules

The Operating Code of the NAGWS Rules Committee requires that all major rule changes be studied over a two year period prior to final adoption. During the two year experimental phase, the committee believes in conducting a forum through which the rules may be experienced and the results evaluated. In that respect, the Rules Committee encourages any group interested in participating in the experiment to utilize the two experimental rules.

Experimental Rules

1. Rule 6, Article 6. Time Between Games of a Match.
   The interval between all games shall be a maximum of three (3) minutes.
2. Rule 12, Article 2. Scoring and Results of the Game.
   (Three out of five game match.)
   a. Scoring for Non-Deciding Game.
   A non-deciding game (games 1 through 4 in the best of five match) is won when a team scores 15 points and has at least a 2 point advantage over the opponents. No game shall exceed 17 points if teams are tied at 16-16, the team to score the 17th point shall be the winner.
   b. Scoring for Deciding Game.
   The deciding games of the match shall use the "rally score" system with a point awarded on each service. For example:
      1. If the serving team wins a rally or the receiving team commits a fault the serving team is awarded a point and continues to serve.
      2. If the serving team commits a fault or the receiving team wins a rally, the receiving team receives a point and the ball for service.
      3. The winning score shall be 15 points with at least a 2 point advantage over the opponents. The game shall not exceed 17 points. If the teams are tied at 16-16, the team to score the 17th point shall win the match.

Experimental Rules Survey

Name: ____________________ **Phone (H):** (   ) __________

Address: ____________________ **Phone (W):** (   ) __________

____

Organization/School: ______________________________

Level of competition: ______________________________

Length of time experimental rule was used: ________________

Format in which experimental rule was used: ________________

Experimental Rule 1: Rule 6, Article 6, ***Time Between Games of Match.***

Should be adopted: ☐ **YES** ☐ **NO**

Comments: ______________________________________

____

____

Experimental Rule 2: Rule 12, Article 2, ***Rally Score Method***

Should be adopted: ☐ **YES** ☐ **NO**

Comments: ______________________________________

____

____

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University of Delaware
Carpenter Sports Building
Newark, Delaware 19716

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Official United States Volleyball Rules 1989-90

Official Commentary on the Volleyball Rules

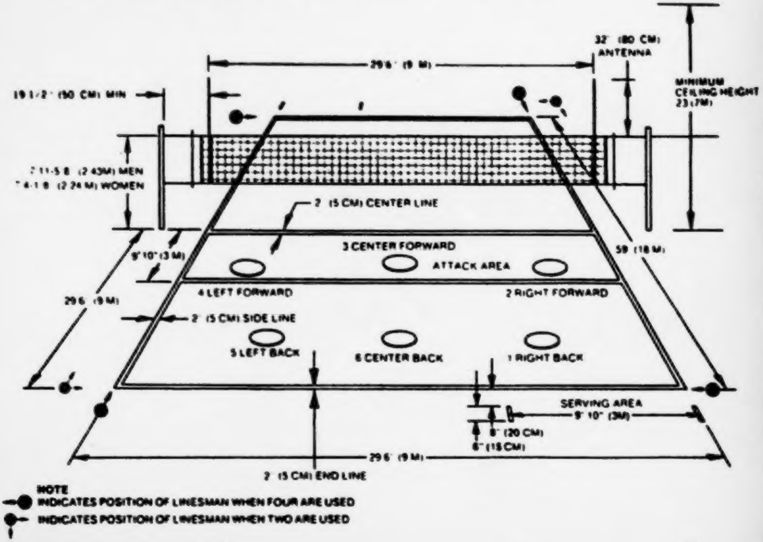
Note: Major rewording in the rules and interpretations changes are indicated by underlining. Clarifications are indicated by a check (√). Commentary sections are boxed to set them off from the rules.

Chapter 1. Facilities, Playing Area, and Equipment

Rule 1. Playing Area and Markings

ARTICLE 1. Court. The playing court shall be 18 m long by 9 m wide (59′ × 29′6″). A clear area of 2 m (6′6″) should surround an indoor court. A clear area of 3 m (9′10″) should surround an outdoor court.

ARTICLE 2. Court Markings. The court shall be marked by lines 5 cm (2″) wide. Areas being defined by court markings shall be measured from the outside edge of the lines defining such areas.


32" (80 CM) ANTENNA
29'6" (9 M)
19 1/2" (50 CM) MIN
MINIMUM CEILING HEIGHT 23' (7M)
7' 11-5/8" (2.43M) MEN
7' 4-1/8" (2.24 M) WOMEN
2" (5 CM) CENTER LINE
3 CENTER FORWARD
ATTACK AREA
59' (18 M)
9'10" (3 M)
4 LEFT FORWARD
2 RIGHT FORWARD
29'6" (9 M)
2" (5 CM) SIDE LINE
5 LEFT BACK
6 CENTER BACK
1 RIGHT BACK
SERVING AREA
9' 10" (3M)
8" (20 CM)
6" (15 CM)
29'6" (9 M)
2" (5 CM) END LINE
NOTE
INDICATES POSITION OF LINESMAN WHEN FOUR ARE USED
INDICATES POSITION OF LINESMAN WHEN TWO ARE USED

ARTICLE 3. Centerline. A line 5 cm (2") wide shall be drawn across the court beneath the net from sideline to sideline dividing the court into two equal team areas.

ARTICLE 4. Attack Line. In each team area a line 5 cm (2") wide shall be drawn between the sidelines parallel to the centerline and 3 m (9'10") from the middle of the centerline to the rearmost edge of the attack line. The attack area, limited by the centerline and the attack line, extends indefinitely beyond the sidelines.

ARTICLE 5. Service Area. At a point 20 cm (8") behind and perpendicular to each end line, two lines, each 15 cm (6") in length and 5 cm (2") in width, shall be drawn to mark the service area for each team. One line is an extension of the right sideline and the other is drawn so that its farther edge is 3 m ([illegible]'10") from the extension of the outside edge of the right sideline. The service area shall have a minimum depth of 2 m (6'6").

ARTICLE 6. Overhead Clearance. For all competition there should be an overhead clearance free from obstruction to a height of 7 m (23') measured from the playing surface.

ARTICLE 7. Substitution Zone. The substitution zone is an area extending from the imaginary extension of the attack line to the imaginary extension of the centerline between the court boundary and the scorer's table.

ARTICLE 8. Minimum Temperature. The minimum temperature shall be 10 degrees centigrade (50 degrees Fahrenheit).

Commentary on Rule 1
Playing Facilities

1. **Playable areas.** Playable floor area includes the court and all surrounding floor areas not obstructed by floor obstacles.
2. **Nonplayable areas.** Nonplayable areas are such areas as bleachers, team bench and match administration areas (to include behind such areas), equipment storage areas near the court, and any other area deemed, in the judgment of the first referee, to be unsuitable for the normal playing of the ball or hazardous to the welfare of players and/of officials.
   (a) Players may not enter nonplayable areas for the purpose

of playing the ball. Players making a play on the ball may enter a nonplayable area after playing the ball providing they have at least one foot in contact with the floor at the time contact is made with the ball.

3. **Overhead clearance. (Article 6)**
   (a) Rules applying to the ceiling and obstructions above the court also apply to the ceiling and obstructions above the playable area surrounding the court.
   (b) Where fixtures or obstructions hang between 4.5 m (15′) and 7 m (23′) above the playable surface, a ball, other than a serve, striking such obstruction regardless of attachment (even wall attached obstructions) *shall* be in play by the offending team as though the ball had not touched such obstruction. No such rebounding ball may legally strike above the opponent's playing area, nor may it legally fall to the opponent's playing area. Where the ceiling itself is not the proper clearance above the court surface, it is included as an obstruction.
   (c) A ball contacting an unusually low overhead obstruction (less than 4.5 m (15′) above the playable surface) that protrudes over the court or over any playable area, is blown dead and "may" be ruled a playover or point/side-out. A playover is awarded *only* if in the referee's judgment, the obstruction interferes with a play that could normally have been made or if the ball would have remained in play if the obstruction had not been over the court or playable area. This would apply also to a ball that may have crossed the net before striking the unusually low obstruction preventing the ball from remaining in play. A vertically hanging backboard would be an example of an unusually low obstruction.

      (The ground rule covering an unusually low obstruction shall include "all" of the obstruction and its supports above 4.5 m (15′).

   (d) A ball striking the ceiling or an overhead obstruction of any height over a nonplayable surface such as over bleachers or other floor obstacles would be dead and out of bounds.

(e) Balls striking the ceiling or overhead obstructions 7 m (23′) and above are dead and out of bounds.

(f) Should the ball come to rest on an obstruction, it is the fault of the team which touched it last.

4. **Court clearance. (Article 1)**

(a) A clear space of 3 m (9′10″) should surround an outdoor court. A clear space of 2 m (6½′) should surround an indoor court.

(b) Should the ball strike a wall or any floor obstacle more than 2 m (6½′) from the court, the ball becomes dead.

(c) Walls, benches, bleachers, or other floor obstacles that a player could run into that are less than 2 m (6½′) from the court boundaries require establishment of a ground rule. A playover will be directed if, in the judgment of the first referee, the ball would have remained in play if the obstacle had not been there.

(d) The referee's stand must present the least possible obstacle. If the stand obstructs a player, the first referee can direct a playover. For the referee's stand to be considered an obstruction, it must be unusually large and extend into an area where it would be an obstruction to normal play.

5. **Assumed extension of lines.** All lines on the court are considered to have an assumed indefinite extension.

6. **Suitable courts.**

(a) The playing surface shall be flat, horizontal and uniform. Play shall not be conducted on any surface that is wet, slippery or constructed of abrasive material.

  (1) Indoors the playing surface may be natural ground, wood, or of a synthetic material which is smooth and free of any abrasive surface.

  (2) For outdoor courts, it shall be permitted to have a slope of 5 mm per meter to provide for proper drainage.

(b) The boundary lines are included in the dimensions of the court (their length and width), as are the two service lines, indefinitely extended in the dimensions of the service area.

- (c) The centerline is part of both sides of the court (see Rule 9, Art. 6).
- (d) In the service area if there is not sufficient area behind the endline to provide a depth of 2 m (6½′), a line (tape) must be placed on the court to provide the required service area depth. After the serve, the line is ignored until play ends.
- (e) Court dimensions must meet the metric specifications. Where courts are on a permanent surface and old court lines cannot be removed, marking tape must be used to shorten the court by 6 inches on each end.
- (f) The rule does not specify the color of the lines and they may therefore be of any contrasting color from that of the colors of the court and the out court area. Court color should also be in contrast with the color of any lines intended for other sports, e.g., basketball or badminton.

7. **Boundary Markers.** On an outdoor court, wood, metal or other rigid materials may not be used since the ground can erode, thus causing lines to protrude above ground level and present a hazard to players. Hollowed-out lines are not recommended. The court lines should be marked before the beginning of a match.
   - (a) On an outdoor court, the lines must be clearly marked with whitewash, chalk, or other substance which is not injurious to the eyes or skin. No lime or caustic material of any kind may be used. Lines must be marked in such a manner as to not make the ground uneven.
   - (b) Indoors the lines must be of a color contrasting to that of the floor. Light colors (white or yellow) are the most visible and are recommended.
8. **Unsuitable Courts.** The court, in all cases, must be under the control of the first referee before and during a match. The first referee alone is responsible for deciding whether or not the court is suitable for play. The first referee should declare the court unfit for play in the following cases:
   - (a) When play can be dangerous due to any hazardous condition of the court, to include abrasive type surfaces.
   - (b) Improper or defective equipment that can be hazardous to players or officials.
   - (c) If the court becomes soft or slippery.

(d) When fog or darkness makes it impossible to officiate properly.

9. **Adjacent Courts.** Where competition (including warm-ups preceding a match) is being conducted on adjacent courts, no player may penetrate into an adjacent court before, during or after a play on the ball.
   (a) Where adjacent courts are in use at the start of a match, the courts shall be considered in use until the conclusion of the match.
   (b) During tournament competition, if a court is scheduled for use, whether the court is occupied or not at the start of a match, the court shall be considered in use.
10. **Dividing nets or other partitions.** Where dividing nets or other hanging partitions of a movable nature separate adjoining courts, only the player actually making the attempt to play the ball may go into the net or move it. It should be ruled a dead ball and a fault if a teammate, substitute, coach or other person deliberately moves the net to assist play.
11. **Walls.** When playing the ball near a wall, players may not use the wall to gain a height advantage. If the wall is contacted by the foot of a player prior to the player making contact with the ball, at least one foot must be on the floor at the time the ball is contacted.
12. **Special Ground Rules.** Any special ground rules for a match must be specified in the prematch conference by the first referee.
13. **Other equipment.**
   (a) No special recommendations are made as to the size of the scoreboard. It should be divided into two parts. The names or initials of the two teams should be shown at the top. Information shown on the scoreboard is not official and may not be used as a basis of protest.
   (b) There should be a table for the scorer with chairs and, when necessary, a microphone for use in announcing the score.
   (c) Each court should have a measuring device to check the height of the net. The measuring device should be appropriately marked with the two heights (men—2 m 43 cm or 7' 11⅝"; women—2 m 24 cm or 7' 4⅛").

(d) The referee's stand must be on a support and preferably adjustable to the first referee's preference. It should be constructed so that:
  (1) it does not obstruct the players (the surface of the base should be fairly narrow and should not protrude in a manner that could cause some harm to the players);
  (2) the first referee can mount easily.

(e) There should be benches or chairs for the coaches and substitutes placed facing the first referee and along the edge of the out court area, a minimum of 2 m (6'6") from the sideline.

(f) It is recommended that the host team provide speed wipers for the purpose of keeping the floor dry and safe. They should be available to wipe the floor immediately at the end of each rally with or without the direction of the referee.

Rule 2. The Net

ARTICLE 1. Size and Construction. The net shall not be less than 9.50 m (32') in length and 1 m (39") in width throughout the full length when stretched. A double thickness of white canvas or vinyl 5 cm (2") wide shall be sewn along the full length of the top of the net. The net must be constructed of 10 cm (4") square dark mesh only. A flexible cord or cable shall be stretched through the upper and lower edges of the net. The net should be capable of receiving a wooden dowel to keep the ends of the net in straight lines when tight.

ARTICLE 2. Net Height. The height of the net measured from the center of the court shall be 2.43 m (7'11⅝") for men and 2.24 m (7'4⅛") for women. The two ends of the net must be at the same height from the playing surface and cannot exceed the regulation height by more than 2 cm (¾").

ARTICLE 3. Vertical Tape Markers. Two tapes of white material 5 cm (2") wide and 1 m (39") in length shall be fastened to the net, one at each end, over and perpendicular to each sideline and the centerline. The vertical tape side markers are considered to be a part of the net.

ARTICLE 4. Net Antennas. Coinciding with the outside edge of each vertical tape marker, an antenna shall be fastened to the net at a distance of 9 m (29'6") from each other. The net antennas shall be 1.80 m (6') in length and made of safe and moderately flexible material with a uniform diameter of 10 mm (⅜"). The upper half of each antenna shall be marked with alternating white and red or orange bands not less than 10 cm (4") and not more than 15 cm (6") in width. The antennas will be affixed to the net with fasteners that provide for quick and easy adjustment of the antenna. The fasteners shall be smooth surfaced and free of any sharp edges that might be considered hazardous to players.

ARTICLE 5. Net Supports. Where possible, the posts, uprights, or stands, including their bases, which support the net should be at least 50 cm (19⅝") from the sidelines and placed in such a manner as to not interfere with the officials in the performance of their duties.

Note: It is strongly recommended that the standards (including winch), the floor cables, and the referee's stand be padded with a minimum of 1" soft, flexible material. This will be a requirement beginning with the 1990 season.

Commentary on Rule 2
The Net

1. **Net supports.** Net support posts should be convenient for the referees and not hazardous to the players. They must be of a length that allows the net to be fixed at the correct height above the playing surface. Fixing the posts to the floor by means of wire supports should be avoided if possible. If wire supports are necessary, they should be covered with a soft material to provide protection for the players. It is recommended that strips of material be hung from the wire to alert players of their presence.
2. **Net adjustments.** The height and tension of the net must be measured before the start of the match and at any other time the first referee deems advisable. Height measurements should be made in the center of the court and at each end of the net perpendicular to the side boundary lines to assure that each end of the net is within the prescribed variation. The net must be tight throughout its length. After being tightened, the net should be checked to assure that a ball striking the net will rebound properly.

3. **Antennas and vertical markers.** Antennas and vertical tape markers on the net are required and should be checked by the first referee before a match to assure that they are properly located on the net, are properly secured, and properly aligned. Special attention should be given to any exposed ends at the bottom of the antennas to assure that they are smooth and round or are covered with tape so as not to present a safety hazard to players. Antennas are part of the net.
4. **Net torn during play.** If a net becomes torn during play, other than by a served ball, play shall be stopped and a play-over directed after the net is repaired or replaced. If the net becomes torn by a served ball, a side out will be directed and the net repaired or replaced, with the opponents serving when play resumes.

Rule 3. The Ball

ARTICLE 1. Size and Construction. The ball shall be spherical with a laceless leather or leatherlike cover of 12 or more pieces of uniform light color with or without a separate bladder; it shall not be less than 62 cm nor more than 68 cm (25" to 27") in circumference; it shall weigh not less than 260 grams nor more than 280 grams (9 to 10 oz.). See detailed specifications approved by the USVBA Committee on Equipment.

Commentary on Rule 3
The Ball

1. **Responsibility for examining ball prior to play.** It is the responsibility of the first referee to examine the balls prior to the start of a match to determine that they are official and in proper condition. Team captains do not choose match balls. A ball that becomes wet or slippery during competition must be changed.
2. **Pressure of the ball.** The pressure of the ball, measured with a special pressure gauge, must be between 0.35 and 0.42 kg/cm^2 (5.0 to 6.0 lbs/sq. in.) The match organizer should have a pressure gauge on the scorer's table for use by the officials.

3. **Markings on the balls.** A maximum of 25% of the total exterior surface area of the ball may be covered with logo, name, identification, and other markings and coloring, which is to say that a minimum of 75% of the exterior surface of an approved ball shall be of uniform light color.
4. **Responsibility for balls during the match.** The second referee is responsible for the balls throughout the match and ensures that they are returned to the organizer as soon as the match is over. The second referee, after being summoned by the first referee, gives the match ball to the team that elected to serve first at the beginning of the match. The second referee should also be in possession of the ball between games.
5. **Three ball system during a match.** The following procedures will be followed when using the three ball system during a match
   (a) Six (6) ball retrievers will be used and shall be stationed as follows: one at each corner of the court about 8 m from the endlines and 4 m to 5 m from the sidelines; one behind the first referee; one behind the second referee.
   (b) At the start of a match, a ball will be placed on the scorer's table and one given to each of the ball retrievers nearest the serving areas. These are the only ones authorized to give the ball to the server.
   (c) When the ball is outside the playing areas, it should be recovered by one of the ball retrievers and given to the one who has already given the ball to the player who will make the next service; if the ball is on the court, the player nearest the ball should immediately place it outside the court.
   (d) At the instant the ball is ruled dead, the ball retriever nearest the service area will quickly give the ball to the player who will be executing the next service.
   (e) During a time-out, the first referee may authorize the second referee to give the ball to the retriever nearest the area where the next service will occur.
   (f) A ball being returned from one ball retriever to another will be rolled, not thrown, along the floor outside the court. A ball being returned should be delivered to the ball retriever who has just given a ball to the server.

Chapter 2. Participants in Competition

Rule 4. Rights and Duties of Players and Team Personnel

ARTICLE 1. Rules of the Game. All coaches and players are required to know the rules of the game and abide by them.

ARTICLE 2. Discipline of Team. The coaches, managers, and captains are responsible for discipline and proper conduct of their team personnel.

ARTICLE 3. Representative of the Team. The playing captains are the only players who may address the first referee and shall be the representative of the team. The captain may also address the second referee, but only on matters concerning the second referees' duties. The designated coaches may address the referees only for the purpose of requesting a time-out or substitution.

Note: This article may be modified for scholastic and intercollegiate competition. The coaches may also request a timeout to protest a non-judgmental decision listed in Rule 13, Commentary 4. For correct procedure see Rule 13 Article 2.

ARTICLE 4. Time-out Requests. Requests for time-out may be made by the designated coaches and/or the playing captain when the ball is dead.

* (a) Each team is allowed two time-outs in each game. Consecutive time-outs may be requested by either team without the resumption of play between time-outs. The length of a time-out is limited to 45 seconds. Teams shall return to the court upon notification by either referee.

(b) If a team captain or coach inadvertently requests a third time-out, it shall be refused and the team warned. If, in the judgment of the first referee, a team requests a third time-out as a means of attempting to gain an advantage, the offending team will be penalized with loss of service, or if not serving, the opponents shall be awarded a point.

* (c) During a time-out, the players may meet at the sideline or in the vicinity of the bench. All bench personnel may participate in the time-out provided they do not enter the court.
* (d) Water and other liquids must be administered in the vicinity of the

bench. When possible this area should be at least 2 meters from the court. Teams should be allowed enough space to stand in the bench area.

ARTICLE 5. Team Benches. Benches or chairs are to be placed to the right and left of the scorer's table. Team members shall occupy the bench area located on the side of the net opposite the first referee adjacent to their playing area. Coaches, trainers, doctors, managers, and statisticians must be seated on such benches or chairs. Reserve players may be in the warmup area or seated on the team bench.

ARTICLE 6. Individual Sanctions. The following acts of coaches and other team members are subject to sanction by the first referee.

(a) Addressing of officials concerning their decisions.
(b) Making profane or vulgar remarks or acts to officials, players, or spectators.
(c) Committing actions tending to influence decisions of officials.
(d) Disruptive coaching during the game by any team member from outside the court. (See Commentary 10)
(e) Crossing the vertical plane of the net with any part of the body with the purpose of distracting an opponent while the ball is in play.
(f) Stamping feet, shouting or yelling in such a manner as to distract an opponent who is playing, or attempting to play, a ball.
(g) Leaving the court area or bench area by players during an interruption of play in the game without the permission of the first referee.
(h) Clapping hands at the instant of contact with the ball by a player, particularly during the reception of service.
(i) Shouting or taking any action conducive to distracting the first referee's judgment concerning handling of the ball.
(j) Serves before whistle after being warned.
(k) Abusing the re-serve privilege.

ARTICLE 7. Degrees of Individual Sanctions. Offenses committed by coaches, players, and/or other team members may result in the following warning, penalty, expulsion from the game, or disqualification from the match by the first referee.

(a) Warning. For minor unsporting offenses, such as talking to opponents, spectators, or officials, shouting or unintentional acts that cause a delay in the game, a warning (yellow card) is issued and is recorded on the scoresheet. A second minor offense must result in a penalty.

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*This is a modification of the international rule.

(b) Penalty. For rude behavior or a second minor offense, a penalty (red card) is issued by the first referee and is recorded on the scoresheet. A penalty automatically entails the loss of service by the offending team if serving, or if not serving, the awarding of a point to the opponents. A second act warranting the issue of a penalty by the first referee results in the expulsion of a player or team member.

(c) Expulsion. Extremely offensive conduct (such as obscene or insulting words or gestures) towards officials, spectators, or opponents, results in expulsion of a player or team personnel from the game (red and yellow cards together). A second expulsion during a match must result in the disqualification of a player or team member. No further penalty is assessed.

(d) Disqualification. A second expulsion during a match or any attempted or actual physical aggression toward an official, spectator, or opponent results in the disqualification of a player or team member for the remaineder of a match (red and yellow cards apart). Disqualified persons must leave the area (including spectator area) of the match. No further penalty is assessed.

ARTICLE 8. Misconduct Between Games. Any sanctions for misconduct between games will be administered in the game following such misconduct.

ARTICLE 9. Improper Requests—Any improper request that does not affect play or delay the game shall be rejected (whistled) without sanction. Any additional improper requests during the same game shall be sanctioned as a team delay (Article 10).

Examples of improper requests are:

(a) Requesting a timeout, substitution, lineup check, after the first referee's whistle for service.

(b) A request for timeout or substitution by other than the coach or playing captain.

(c) A second request for substitution during the same dead ball period without an intervening timeout.

(d) Request for an excess timeout.

(e) Request for substitution that would result in an excess team or player substitution.

ARTICLE 10. Team Delays—A team delay is sanctioned with a warning (yellow card) on the first occasion and a penalty (red card-point or sideout) on any subsequent occasion during the same game, regardless of reason. Sanctions assessed against a team are indicated by the first referee showing the appropriate signal or penalty card and notifying the coach or captain of the reason for the sanction. Such sanctions must be noted in the comments section of the scoresheet. Team delays include:

(a) Failure to submit a lineup at least 2 minutes prior to the start of a match or prior to the signal indicating expiration of the intermission between games.
(b) A second improper request during the same game.
(c) Delay in completing a substitution.
(d) Request for entry of an illegal substitute or disqualified player.
(e) Administering water and/or other liquids near the sideline.
(f) Failure to report to the end line when directed to do so at the start of a match and between games of a match.
(g) Delay in returning to play after a timeout.
(h) Delay in moving to positions for serving or receiving service after completion of a rally.
(i) Action by a player which creates an unnecessary delay in the start of play
(j) A player on the court wearing jewelry.

Commentary on Rule 4
Rights and Duties of Players and Team Personnel

1. **Referee responsibility.** The first referee is responsible for the conduct of the coaches, players, and other team personnel. Under no circumstances will the first referee allow incorrect or unsporting behavior or rude remarks.
   (a) Only the first referee is empowered to warn, penalize, expel, or disqualify a member of a team.
   (b) If the captain asks in a proper manner, the first referee must give the reason for a penalty, expulsion or disqualification and must not allow any further discussion, except to allow the captain to communicate quickly with the coach the reason for the sanction.
      (1) Should there be a disagreement (not a protest) pertaining to a sanction assessed by the referee, team captains may state their case in writing on the scoresheet after completion of the match.
2. **Playing captain.** One of the six players on the court shall be designated as the playing captain. The captain designated on the lineup sheet submitted at the start of the game shall remain the

playing captain at all times when in the game. When replaced, the coach or captain shall designate another player to assume the duties of captain until replaced or the designated captain returns to the game.

3. **Reporting of rude remarks.** Other officials (second referee, scorer, and linesmen) must immediately report to the first referee any rude remark that is made by a player or team member about an official or opponent.
4. **Recording warnings and penalties.** All warnings and actions penalized by loss of service, by a point for the opposite team or the expulsion/disqualification of a player or team member for a game or match, must be recorded on the scoresheet.
5. **Conduct between games.** Any sanction assessable during play may also be assessed during the period following the prematch coin toss and during the periods between games of a match. Teams shall be notified of the sanctions imposed on a member(s) of their team immediately following the incident for which the sanction was imposed. Sanctions imposed on a player(s) prior to the start of a match or between games of a match shall be administered at the beginning of the next game. After lineups have been received and recorded on the official scoresheet, sanctions will be recorded by the scorer. In the case of multiple sanctions, enforcement shall be in the order in which the offenses occurred. In the case of simultaneous offenses by opponents, the sanction shall be enforced against the serving team first and then against the receiving team.
   The procedure to be followed by the first referee: Show the sanction card to the player or coach at the time of the sanction. Have the sanction recorded on the next game scoresheet. When the teams are called onto the court for the next game, it is only necessary to again show a red card penalty and award the penalty to begin the game. It is not necessary to show a yellow card warning at the beginning of the next game.
6. **Designated coaches.** Only the coaches listed on the roster for each team may speak to either referee in order to ask for a

timeout or a substitution. The coaches may ask the referees for information as to how many substitutions or timeouts have been used when the ball is dead. This privilege may not be used to delay the game. The coaches may give instructions to players during the match but may not argue with or protest to the referees. Disruptive coaching shall be penalized by point or sideout. The same applies, throughout the match, to all other persons on the team bench.

7. **Speaking to the referees.** Neither the coach nor team representatives may speak to the referees during the match other than to request timeout or substitution or to request information as to the number of timeouts or substitutions used. Referees shall not entertain discussion on any other matters. (See modification for high school coaches, Rule 13 Article 2.) The captain may speak to the second referee on matters concerning the second referee's role; the captain may ask the second referee for a timeout and for a substitution.
8. **Disqualification for more than one match.** If the first referee feels that a player or team member has committed a serious unsporting act that warrants disqualification from more than the match in which the act was discovered, a report must be made to the authority in charge of the tournament for final action. First referees are authorized to disqualify players for one match only. Disqualification does not carry any further penalty, i.e., point, sideout, timeout. Disqualified personnel must immediately leave the area of the match, including any spectator areas.
9. **Team Benches.** Coaches, trainers and other non-playing team members shall be seated on the team bench. Substitutes shall be in the warmup area or seated on the team bench.
   - (a) The warmup area shall be beyond the team bench nearest the end line of their playing area and not nearer the court than the team bench. Players may not use a ball for warmup activities in the warmup area or bench areas.
     - (1) If no area is available for warmup beyond the bench area and away from the court, players must remain on the bench.
   - (b) Trainers or doctors may leave their seat on the bench for the purpose of administering assistance to substitutes on the bench.

(c) Team members shall occupy the bench located on the side of the net adjacent to their playing area and shall immediately change benches at the end of each game and in the middle of a deciding game of a match if the captains so decided.

(d) A team member guilty of misconduct on the bench shall be sanctioned by the first referee. If the individual cannot be identified, the sanction shall be imposed against the head coach or individual responsible for bench conduct if the head coach is in the game.

10. **Coaching.** Coaching will be allowed from outside the court. This is interpreted to mean that the team may receive instructions from the bench area. "Disruptive" coaching, which would be any action the first referee judged to be a disruptive influence to the match, would not be allowed. Examples include tactics designed to delay the game, continual jumping up from the bench, pacing in the bench area, loud or abusive language, comments to opposing teams, throwing of objects, or displaying disgust in any overt manner. Disruptive coaching shall be penalized as a major offense without warning. For a second such act by a team member (coach, trainer, substitute, etc.) the head coach, or if the head coach is not in the bench area, the person responsible for bench conduct, shall be expelled.

11. **Electronic Aids.** Electronic devices such as video recorders, tape recorders, etc. may be used as an aid to post-match analyzation. Electronic transmitting devices which transmit information from other parts of playing facility to the bench during the match are not considered to be in the spirit of volleyball and shall not be allowed. Discovery of the use of transmitting devices to the bench would cause the coach to be penalized for unsporting conduct (individual sanction—red card).

12. **Individual Sanctions.** Each game is considered separately, except for expulsions. Incidents for which a warning was issued in a previous game require beginning with a warning again, before penalty, if repeated in a later game. Similar acts by two different players should be given as an individual warning to each player. A serious breach of conduct toward opponents or officials should be penalized without warning.

13. **Team Sanctions.** Teams making an improper request shall have the request rejected on the first occasion. A second improper request shall be sanctioned as a first team delay (yellow card warning). A second team delay shall be sanctioned with a red card (penalty-point or sideout).

14. **Timeout periods.** If a captain or coach of either team asks the second referee for a timeout or substitution after the first referee has blown the whistle for service, the second referee must reject the improper request. If, however, the second referee blows the whistle and play is stopped, the team making the request shall not be penalized, but the request will be rejected and the first referee shall direct a playover.

    (a) Teams granted a legal timeout may terminate the timeout period at any time they indicate that they are ready to resume play. If the opponents wish to extend the timeout period, that team shall be required to take a timeout.

    (b) If a team fails to return to play immediately upon the signal indicating the end of a timeout period, that team shall be sanctioned for delay (Team warning, yellow card). After 15 seconds, if the team has not returned to play, a second team delay is charged (team red card-point or sideout). If after an additional 15 seconds, the team has not returned to play, the first referee shall default the game (15-0).

    (c) If a team makes a third request for timeout, the request shall be refused and a notation for an improper request is recorded in the comment section. If the request is inadvertently granted, the timeout shall be terminated immediately upon discovery and an improper request is noted. Any additional requests shall result in a team delay sanction (yellow card). If, in the first referee's opinion, a third request for timeout is made as a means of gaining an advantage, it shall be charged as a team delay (red card).

    (d) If a player or team member, other than the designated coaches or playing captain, requests a timeout, the request will be denied and an improper request shall be noted in the comment section. If the request results in the granting of a timeout, it shall be terminated immediately upon discovery of the improper request and an improper request is noted.

15. **Conduct during game.** During play, if a player stamps feet,

shouts or yells at an opponent or crosses the vertical plane of the net, for the purpose of distracting an opponent, the first referee shall immediately stop play and penalize the player for serious unsporting conduct (individual sanction, red card).

16. **Disqualified player(s).** Player(s) disqualified from a match must immediately leave the match area including all spectator areas. Player(s) will be permitted a brief period to pick up belongings from the bench area provided there is no further misconduct. If player(s) has not left the playing area within one minute the captain shall be warned that further delay will result in defaulting of the game. Compliance must be within another 15 seconds or the game is defaulted 15-0.

Rule 5. The Teams

ARTICLE 1. Players' Uniforms. The playing uniform shall consist of jersey, shorts, and light and pliable shoes (rubber or leather soles without heels).

(a) Jewelry will not be allowed with the exception of religious medallions or medical identifications. If worn, these items must be removed from any chain and taped to the body. When evaluating headgear, the first referee shall have all items removed which the first referee determines could cause injuries during the match.

(b) If requested by a team captain before the match commences, the first referee may grant permission for one or more players to play without shoes.

Note: In school settings officials shall not permit players to compete without shoes due to liability implications.

(c) Players' jerseys must be marked with numbers not less than 8 cm (3") in height on the chest and not less than 15 cm (6") in height on the back. Numbers shall be located on the jersey in such a position that they are clearly visible. Numbers shall be in a color clearly contrasting to that of the jersey. Shirts may be numbered from 1 through 99 inclusively.

Note: In order to be clearly visible it is recommended that numbers be at least 1.27 cm (½") wide and of contrasting colors. Yellow on white is not recommended.

(d) Members of a team must appear on the court dressed in clean presentable uniforms (jerseys and shorts/briefs) of the same color, style, cut, and trim. For the purpose of identical uniforms, shoes, socks and kneepads are not considered a part of the uniform and are not required to be identical for team members. During cold weather, it is permissible for teams to wear identical training suits provided they are numbered in accordance with the specifications of Paragraph (b) above and are of the same color, style, cut, and trim.

ARTICLE 2. Composition of Teams and Substitutions. A team shall consist of six players regardless of circumstances. The composition of a complete team, including substitutes, may not exceed twelve players. (See Commentary 4b)

(a) Before the start of each match, including tournaments, all players, including substitutes, must be listed on a roster presented to the scorer prior to a match. Such rosters shall also indicate the designated coaches of the team. Once the roster has been verified and corrected as necessary, no further changes may be made to the roster. Players not listed on the roster will not be permitted to play in the match.

(b) At least two minutes prior to the start of a match and prior to the expiration of the intermission between games, a coach or captain shall submit to the scorer a lineup of players who will be starting the game and the position in the service order each will play. Lineups will be submitted on the lineup sheets provided by the coach/scorer. Players shall be listed on the lineup sheet in the floor position they shall occupy at the start of the game. After the lineup sheets have been received by the scorer, no changes may be made. Errors in lineups entered on the scoresheet may be corrected. Players listed on the lineup sheets may be replaced prior to the start of play through a substitution requested by the team coach or captain under the provisions of Paragraph (c) below. One of the players on the lineup sheet must be designated as the playing captain. Opponents will not be permitted to see the lineup submitted by the opposing team prior to the start of play.

(c) Substitution of players may be made on the request of either the playing captain on the court or a coach off the court when the ball is dead and when recognized by either referee. A team is allowed a maximum of twelve (12)* team substitutions in any one game. Before entering the game, a substitute must report to the second referee in proper playing uniform and be ready to enter upon the floor when authorization is given. If the requested substitution is not completed immediately, the team will be charged with a team delay (team yellow card).

(d) The captain or coach requesting a substitution(s) shall indicate the number of substitutions desired. If the coach or captain fails to indicate that more than one substitution is desired, the first or second referee shall refuse any additional substitution(s) until the next legal opportunity. Following a completed substitution, a team may not request a new substitution until play has resumed and the ball is dead again or until a timeout has been requested and granted to either team. During a legal charged timeout, any number of requests for substitution may be made by either team. Immediately following a timeout, an additional request for substitution may be made.

(e) A player shall not enter the game for the fourth time.* Starting the game shall count as an entry.

Players starting a game may be replaced by a substitute and may subsequently re-enter the game twice. Any number of players may enter the game in each position of the service order.* Players re-entering the game must assume the original position in the serving order in relation to other teammates. No change shall be made in the order of rotation (except in case of accident or injury requiring abnormal substitution under the provisions of Paragraph (h) below). If an illegal substitution request is made, i.e., wrong position entry, not on the roster or illegal number, the request will be refused and the team charged a team delay (team yellow card).

(f) If a player becomes injured and cannot continue playing within 15 seconds, such player must be replaced. After that brief period, if the team desires to have the player remain in the game, and if the player cannot continue to play immediately, the team must use a timeout. If the player is replaced, regardless of time required to safely remove the player from the court, no timeout shall be charged.

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*This is a modification of the international rule. The applicable international rule is included here as an informational item only and is not the NAGWS rule:

(c) A team is allowed a maximum of six substitutions in any one game.

(e) A player starting a game may be replaced by any substitute and (may subsequently re-enter the same game once) but in the original position in the serving order in relation to other teammates. Only the original starter may replace a substitute during the same game.

A substitute player who has already played, cannot re-enter the same game, except, if through accident or injury a team is reduced to less than six players, and the team's six allowable substitutions have already been used.

(g) If through accident or injury a player is unable to play and substitution cannot be made under the provisions of Paragraph (e) or if the team has used its allowable twelve team substitutions, such player may be replaced in the following priority without penalty:

(1) by the starter or substitute who has played in the position of the injured player if such starter or substitute has not already been in the game the allowable three times or by any player who has not already participated in the game;

(2) by any player on the bench who has not been in the game three times, regardless of position previously played;

(3) if all players have been in the game the allowable three times, by the substitute who previously played in the position of the injured player;

(4) by any substitute, even though all substitutes have been in the game the three allowable times.

Players removed from the game under the abnormal substitution provisions of Paragraph (h) or substitutes whose injury creates an abnormal substitution due to their inability to enter the game to replace an injured player will not be permitted to participate in the remainder of the game.

(h) If through injury or accident a player is unable to play and substitution cannot be made under the provisions of Paragraph (e) or (g) reducing the team to less than six players, the first referee may grant a special timeout of up to three minutes. Play will be resumed as soon as the injured player is able to continue. In no case shall the special injury timeout exceed three minutes. At the end of the special timeout, a team may request a normal timeout provided they have not already used their allowable two timeouts. If after three minutes, or at the expiration of timeouts granted subsequent to the special timeout, the injured player cannot continue to play, the team is declared incomplete and loses the game by default, keeping the points acquired. The opponents are awarded at least 15 points, but a number sufficient to indicate a two-point advantage. (Rule 12, Art. 4) A player may be granted only one 3-minute injury timeout during a match. If a player becomes injured to the extent that a second injury timeout would be required, the match shall be defaulted for the safety of the player.

(i) If a team becomes incomplete through expulsion/disqualification of a player and substitution cannot be made under the provisions of Paragraph (e) above, the team is declared incomplete and loses the game by default, keeping the points acquired. The opponents are awarded at least 15 points, but a sufficient number to indicate a two-point advantage. (Rule 12, Art. 5)

ARTICLE 3. Wrong Position Entry or Illegal Player in Game. If a player(s) participates in the game and then is found to be illegally in the game or as having entered in a wrong position in the service order, the play must be stopped, the player(s) removed, and the following corrective action is taken:

(a) If discovered before a service by the opponents, all points scored by the team during that term of service while any player(s) was/were illegally in the game or in a wrong position in the service order shall be cancelled. If the team at fault is serving at the time of discovery of the error, a side-out will be declared.

(b) If the team at fault is not serving at the time of discovery of the error, all points scored by the opponents will be retained. The serving team shall be awarded a point unless discovery of the error is immediately following a play in which the serving team scored a point. In such case, no additional point will be awarded. The wrong position will be corrected and play continued without further penalty.

(c) If it is not possible to determine when the error first occurred, the player(s) at fault and the team in error shall resume the correct position(s) and, if serving, shall have a side-out declared against it, only the last point in that term of service is removed. If the other team is serving, it shall be awarded a point unless the play immediately preceding discovery of the error in position or player illegally in the game resulted in a point.

(d) If correction of the error requires a substitution due to an illegal or wrong position entry of a player(s), neither the team or player(s) will be charged with a substitution. In addition, any player or team substitutions charged at the time of the wrong entry shall be removed from the scoresheet as though they had never occurred.

Commentary on Rule 5
The Teams

1. **Numbering of players.**
   - (a) A player must wear an identical number of contrasting color on the front and back of the shirt. This number may be between 1 and 99 inclusive. Zero or double zero is not a legal number. Numbers are obligatory, but they can be worn in any order.
   - (b) After a team submits a roster which has been verified and corrected as necessary, no further changes may be made. Players not listed on the roster after verification cannot play in the match.
   - (c) The first referee cannot allow play unless the players' jerseys are numbered properly.
   - (d) Chest is interpreted to mean the numbers can be centered or may be to the left or right of center.
   - (e) If uniform specifications are not correct, the following procedure will be taken:
     - (1) Notify the captains or coaches of the violation.
     - (2) Meet with captains (coaches for high school play) to determine whether a protest will be filed.
     - (3) If filed, follow the protest procedure, and the match will be played.
   - (f) If the temperature is low, the first referee may allow players to wear sweatsuits, provided that the sweatsuits of a team are all the same and have clearly visible numbers.
   - (g) All uniforms must meet the specifications in the rules. Identical uniforms is construed to mean only the shorts/briefs and jersey. If a t-shirt is worn under the jersey by one player the shirt must be similar in color to the jersey. When more than one player wears a t-shirt under their jerseys they must all be similar in style and color. A short sleeve shirt and a long sleeve shirt are considered to be

similar in style if the collar and trim are the same. Sweat pants or tights may be worn over or in place of the shorts/briefs if they are worn by all team members. All members of the team must wear identical sweat pants or all must wear identical tights. If boxer shorts are worn under the uniform shorts, they shall not be visible.

2. **Colors.**
   (a) When opponents have jerseys of the same color, it occasionally creates confusion as to the player who has committed a fault and the team for whom the player plays. Therefore, the home team should change colors if possible.
   (b) Numerals must be in sharp contrast to the color of the jersey. Examples of inappropriate combinations would be yellow numerals on white jerseys, black numerals on dark navy blue jerseys, etc.
3. **Jewelry, headgear, and other articles.** Prior to the beginning of the match, the referees should inspect the wearing apparel of the players.
   (a) Jewelry is not permitted. String bracelets are considered as jewelry and are not permitted.
   (b) Headgear:
      (1) Hair barrettes are permitted as a means of securing the hair; it is not necessary that the barrette be taped.
      (2) A head sweatband or bandana worn as a sweatband is permitted; however, hats and other bandanas are not permitted.
      (3) Braided hair with beads must be secured so that it will not present a safety hazard to the player, teammates, or opponents, in order to allow the player to play.

   Note: If play must be stopped to allow a player to remove jewelry or illegal equipment, that team shall be charged with a team delay (team yellow card).

   (c) Other articles:
      (1) If religious medallions or medical identifications are worn, these items must be removed from any chain and taped to the body. Emergency tags may be sewn

into a player's jersey. Information regarding tags may be obtained by calling the National Office.

(2) The wearing of a hard cast is prohibited on any part of the body.

(3) The wearing of hard splints or other type of potentially dangerous protective device on the upper part of the body, arms or hands, shall be prohibited, regardless of how padded. The wearing of a soft bandage to cover a wound or protect an injury shall be permitted.

(4) The wearing on the lower extremities of an air-filled type cast or a protective type knee brace, provided that all exposed metal and other hard parts are covered, may be permitted. A plastic "cast brace" on the ankle may be worn provided all plastic parts are fully covered. In tournament situations, approval to play while wearing a protective bandage or device should be granted by the tournament head official, to be in effect for the entire tournament.

(d) Prosthesis limbs: Approval to wear a prosthesis limb may be requested from the NAGWS Rules chair. The prosthesis should be padded to rebound as a natural limb and must not pose any greater danger of injury to the player and the other participants than a natural limb nor give the wearer any advantage in competition.

4. **Required number of players.**

(a) Under no circumstances, may a team play with less than 6 players.

(b) Article (2), limiting the team to 12 players, will not be enforced unless stipulated by the interscholastic or intercollegiate governing bodies. Local areas may make modifications as necessary for the development of their programs.

5. **Substitutions.** Only the coaches designated on the roster, or the playing captain on the court, may ask the referees for permission to make a substitution.

(a) Substitutes must be already standing so that the replacement can be made immediately when authorized by the second referee. If the substitution is not made immediately and play is delayed, a team delay (yellow card-warning) will be charged to the offending team. A new request for substitution may occur during the next dead ball, during a team timeout or after a team timeout. Subsequent team delays in the same game shall be sanctioned (team red card—point or sideout).

(b) The captain or coach shall signal for substitution and indicate if more than one substitution is desired. It is not necessary to verbalize the players uniform numbers. If the coach chooses to approach the court during substitution, the coach may not enter the substitution zone. Failure to indicate that multiple substitution is desired shall limit the team to one substitute. In the event that more than one player attempts to enter, such player(s) will be refused entry, and the team will be charged with an improper request. After making a request and indicating the number of substitutions desired, if the coach or captain refuses to complete the substitution or reduces the number of substitutions to be made, the team shall be charged with an improper request. (*Exception:* If the change in request is due to a referee's mind change, the request will be honored and no improper request shall be charged.

(c) Players entering and leaving the court during substitution must wait by the side of the court in the designated substitution zone until permission is given by the second referee for the exchange to be made.

(d) If a player or team member, other than the captain or designated coaches, makes a request for substitution, the request shall be denied (whistled), and the team is charged with an improper request.

(e) If a substitute enters the court without recognition by either referee, even if the substitute reported to the scorer, the substitution is denied and the team is charged with a team delay (yellow card). If the substitution is recognized but the proper procedure for entering the court is not followed, the team shall be charged a team delay (yellow card).

(f) Each time a player is replaced, with the exception of an illegal substitution, it shall count as an entry for the entering player. Each player may enter the game a maximum of three (3) times. Starting the game shall count as an entry.

(g) Each player entering the game counts as one of the twelve (12) substitutions allowed to the team. If the team attempts to make a thirteenth substitution, the team shall be charged an improper request (request denied).

(h) If a team has used 11 substitutions and makes a request for two substitutes the 12th and 13th, this procedure should be followed:
   (1) Deny the substitution request, neither player may enter.
   (2) A new request for a 12th substitution may be made after the next dead ball, during a timeout or after a timeout.

(i) Players attempting to enter a game an excessive time, in a wrong position, or if not listed on the team roster submitted prior to the beginning of a match shall result in the team being charged with an improper request (request denied). If the timeout is the first or second, the team may use the time. If it is a third timeout, the team shall be given a team sanction (red card) and may not use the time.

(j) Players attempting to enter a game in a wrong position, not listed on the team roster, after having been expelled or replaced under the abnormal substitution rule for injuries shall result in the team being charged a team delay, yellow card.

(k) There is no restriction on the replacement of the server. The server may be replaced at any time just like any other player.

(l) At no time may an abnormal substitution be made for a disqualified player. Therefore, if all players have entered three times or the team has used all of its 12 substitutions and a player is then disqualified, that team is declared incomplete and must lose by default. The opponents are awarded at least 15 points, but a sufficient number to indicate a two-point advantage.

(m) A substitute does not have to play in any action before being replaced by another player. This can *only* occur during a dead ball when a timeout has been called by either team.

(n) All players listed on the roster are legal substitutes, therefore a player who may potentially be designated as a red shirt player is in jeopardy of losing such status if there are no other legal substitutes.

If a serious injury occurs, the coach must advise the second referee of the replacement for the injured player within the 15-second evaluation period. In that case, regardless of the time required to safely remove the seriously injured player, no penalty for delay will be assessed the team.

6. **Injury.** When either referee notices an injured player, play shall be stopped immediately and a replay awarded. The referee (upon the request of the coach or trainer) may allow an immediate evaluation of the player. Within 15 seconds, the coach must decide whether the injured player will continue to play; if so, play is immediately resumed. If the injured player cannot resume play within 15 seconds, the coach must substitute or take a timeout if the player is to remain in the game. (Rule 5, Art. 2i specifies when special 3 min. injury timeout is used.)

If a serious injury occurs, the coach must advise the second referee of the replacement for the injured player within the 15-second evaluation period. In that case, regardless of the time required to safely remove the seriously injured player, no penalty for delay will be assessed the team.

7. **Injured substitute.** If an injured eligible substitute is unable to enter the game to replace an injured player and such inability to enter creates a requirement for an abnormal substitution, the injured substitute may not participate in the remainder of the game. Players entering the game due to an abnormal sub-

stitution may not be replaced during the remainder of the game unless such a player becomes injured and must be replaced under the provisions of the abnormal substitution rule.

8. **Submitting lineups.** If a team fails to submit a lineup to the scorer at the beginning of the match or before the expiration of the rest period between games of a match, that team shall be charged with a team delay (yellow card). After 15 seconds, if the lineup has not been submitted an additional team delay is charged (red card-point or sideout. If, after an additional 15 seconds, the lineup has not been submitted, the first referee shall default the game.
   (a) Opponents will not be permitted to see the lineup submitted to the scorer by the opposing team prior to the start of play.
   (b) After a lineup has been received by the scorer, no changes may be made in listed players or positions on the court unless a recording error or omission is made by the scorer. Between the submitting of a lineup to the scorer and the start of play for a game or match, teams may request substitution(s) to replace a player(s) listed on the lineup sheet. Such replacement shall count as both a player and a team substitution. There is no requirement for the replaced player to participate in a play before being replaced. Such requests shall be governed by the provisions of Article 2(e). A team delay (yellow card) would be charged to the team *only* if the substitution causes an *unusually long* or *deliberate* delay.
   (c) If a team has submitted its lineup and has listed a starting number which is not on the team roster, the team must substitute a legal player into that position for the phantom number. The entering player is charged one entry of the three allowed each player and the team will be charged one of its twelve substitutes allowed each team.

Rule 6. Team Areas, Duration of Matches, and Interruptions of Play

ARTICLE 1. Number of Games. All matches shall consist of the best of three out of five games.

Note: For tournament play, the number of games in a match may be modified to meet the time schedule.

ARTICLE 2. Choice of Playing Area and serve. The captains will call the toss of a coin for the choice of side of court or the service. The winner of the toss chooses: (1) serve/receive or (2) side of court for the first game. The loser of the toss receives the remaining option.

ARTICLE 3. Choice of Playing Area for Deciding Game. Before the beginning of the deciding game of a match, the first referee makes a new toss of the coin with the options described in Article 2. Before the coin toss is made, the captains have the option to agree not to change sides at 8 points. If one captain does not agree the teams must change sides at 8 points.* The captain of the team not calling the toss of the coin for the first game shall call the toss of the coin for the deciding game.

ARTICLE 4. Change of Playing Areas between Games. After each game of a match, except when a deciding game is required, teams, and team members will change playing area and benches.

ARTICLE 5. Change of Playing Area in Deciding Game of a Match. When teams are tied in number of games won in a match, and one of the teams reaches eight (8) points in a deciding game, the game shall continue without change of sides by agreement of both captains before the deciding game coin toss.* If one captain does not agree, the teams will be directed to change playing areas. After change of areas, the serving will be continued by the player whose turn it is to serve. In case the change is not made at the proper time, it will take place as soon as it is brought to the attention of the first referee. The score remains unchanged and is not a grounds for protest.

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*This is a modification of international and U.S. volleyball rules.

ARTICLE 6. Time between Games of a Match. A maximum interval of two (2) minutes is allowed between games of a match. Between the fourth and fifth games of a match, the interval shall be five (5) minutes. The interval between games includes the time required for change of playing areas and submitting of lineups for the next game.
Note: The modification of Article 6 for scholastic play is that a maximum interval of three (3) minutes is allowed between games of a match. Between the fourth and fifth games of a match, the interval shall be five (5) minutes.

Experimental rule modification: The modification of Article 6 is that the interval between all games shall be a maximum of 3 minutes.

ARTICLE 7. Interruptions of Play. As soon as the referees notice an injured player, or a foreign object on the court that could create a hazard to a player(s), play will be stopped and the first referee will direct a play-over when play is resumed.

ARTICLE 8. Interruptions of the Match. If any circumstances, or series of circumstances, prevent the completion of an International match (such as bad weather, failure of equipment, etc.), the following shall apply:

(a) If the game is resumed on the same court after one or several periods, not exceeding four hours, the results of the interrupted game will remain the same and the game resumes under the same conditions as existed before the interruption.
(b) If the match is resumed on another court or in another facility, results of the interrupted game will be cancelled. The results of any completed game of the match will be counted. The cancelled game shall be played under the same conditions as existed before the interruption.
(c) If the delay exceeds four hours, the match shall be replayed, regardless of where played.

ARTICLE 9. Delaying the Game. Any act by an individual which, in the judgment of the first referee unnecessarily delays the game, may be charged a team delay (yellow card). (Rule 4, Art. 10.)

Commentary on Rule 6
Team Areas, Duration of Matches, and Interruptions of Play

1. **Pre-match conference.** A coach from each team may attend the pre-match conference with the officials and captains.
2. **Time between games.** Unless both teams report to the endline prior to the expiration of the time between games, the teams shall have the full allotted time. The second referee shall blow a whistle 15 seconds prior to the expiration of the time between games.
3. **Changing sides.**
   (a) When changing sides during the deciding game of a match, it must be done without delay and with no change in position. The player who served last prior to the change shall continue to serve. In case the change is not made at the proper time, it will take place as soon as the error is noticed. The score at the time the change is made remains the same.
   (b) As soon as the change has been made, the scorer and second referee make sure that the players are in the correct position.
4. **Failure to play.** At the beginning of the match and at the expiration of the allowable rest period between games, teams must report immediately to the endline of their playing areas.
   (a) If a team fails to report to the endline of their playing area immediately upon the signal to begin thematch or the signal indicating the expiration of the period between games, that team shall be charged with a team delay (yellow card). After 15 seconds, if the team has not reported to the court, an additional team delay is charged (red card-point or sideout). If after an additional 15 seconds, the team has not reported to the court, the first referee shall default the game.

(b) A two-minute period (three minute period for scholastic or experimental play) shall begin immediately after a game has been declared defaulted by the first referee. During this period, teams shall change sides and submit lineups for the next scheduled game.

(c) If the same team again fails to report to the endline within the provisions of (a) above, the match shall be declared a default by the first referee. A defaulted match shall be recorded as 2-0 or 3-0, depending upon the number of games scheduled.

5. **Timed game.** In circumstances where the efficient management of tournament or series of matches requires adherence to a time schedule in order to complete the competitions, the time game may be employed. Such time games may be played on the basis of 8 minutes of ball-in-play-game or 15 points, whichever occurs first. Such basis must be established before the first game where round robins, a specific number of games, etc., are indicated as the format.

6. **Duration of matches.** Matches may consist of the best 2 out of 3 games when time available is a limiting factor or when teams are required to play several matches during one day. When only two teams are involved in competition, the best 3 out of 5 games is advocated. In special tournament competition situations where brackets, pools, round robins, etc., are the format, a set number of games may be the mode.

7. **One game playoff.** A one game playoff shall be considered as a deciding game of a match. The captains shall have the option at the coin toss whether to change sides or not at eight points.

Rule 7. Commencement of Play and the Service

ARTICLE 1. The Service. The service is the act of putting the ball into play by the player in the right back position who hits the ball with the hand (open or closed) or any part of the arm in an effort to direct the ball into the opponent's area.

(a) The server shall have five seconds after the first referee's whistle to serve in which to release or toss the ball for service.

(b) After being clearly released or tossed from the hand(s) of the server, the ball shall be cleanly hit for service. (*Exception:* If, after releasing or tossing the ball for service, the server allows the ball to fall to the floor (ground) without being hit or contacted, the service effort shall be cancelled and a replay directed. However, the referee will not allow the game to be delayed in this manner more than one time.)

(c) At the instant the ball is hit for service, the server shall not have any portion of the body in contact with the endline, the court, or the floor (ground) outside the lines marking the service area. At the instant of service, the server may stand on or between the two lines, or their extensions which mark the service area.

(d) The service is considered good if the ball passes over the net between the antennae or their indefinite extensions without touching the net or other objects.

(e) If the ball is served before the first referee's whistle, the serve shall be cancelled and a re-serve directed. The first referee will not allow a player to delay the game in this manner more than one time.

ARTICLE 2. Serving Faults. The referee will signal side-out and direct a change of service to the other team when one of the following serving faults occur:

(a) The ball touches the net.

(b) The ball passes under the net.

(c) The ball touches an antenna or does not pass over the net completely between the antennae or their indefinite extensions.

(d) The ball touches a player of the serving team or any object before entering the opponent's playing area.

(e) The ball lands outside the limits of the opponent's playing area.

ARTICLE 3. Duration of Service. A player continues to serve until a fault is committed by the serving team.

ARTICLE 4. Serving out of Order. If a team has served out of order, the team loses the service and any points gained during such out of order service. The players of the team at fault must immediately resume their correct positions on the court.

ARTICLE 5. Service in Subsequent Games. The team not serving first in the preceding game of a match shall serve first in the next game of the match, except in the deciding game of a match (Rule 6, Art. 3).

ARTICLE 6. Change of Service. The team which receives the ball for service shall rotate one position clockwise before serving.

ARTICLE 7. Screening. The players of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball. Screening is illegal and a fault.

(a) A team makes a group screen when the server is hidden behind a group of two or more teammates and the ball is served over a member(s) of the group.

(b) A player(s) of the serving team who jumps or moves in a distracting manner at the moment of service shall be guilty of an individual screen.

(c) A player with hands extended clearly above the height of the head or with arms extended sideways at service shall be considered to be screening if the ball passes over the player.

ARTICLE 8. Positions of Players at Service. At the time the ball is contacted for the service, the placement of players on the court must conform to the service order recorded on the scoresheet as follows *(the server is exempt from this requirement)*

(a) In the front line, the center forward (3) may not be as near the right sideline as the right forward (2) nor as near the left sideline as the left forward (4). In the backline, the center back (6) may not be as near the right sideline as the right back (1) nor as near the left sideline as the left back (5). No backline player may be as near the net as the corresponding frontline player. After the ball is contacted for the serve, players may move from their respective positions.

(b) The serving order as recorded on the official scoresheet must remain the same until the game is completed.

(c) Before the start of a new game, the serving order may be changed and such changes must be recorded on the scoresheet. It is the responsibility of the coaches or team captain to submit a lineup to the scorer prior to the expiration of the authorized rest period between games of a match.

Commentary on Rule 7
Commencement of Play and the Service

1. **The service.** If the server releases or tosses the ball for service, but does not hit it and it touches some part of the server's body as it falls, this counts as a fault and the ball shall be given to the other team.
   - (a) If the server releases the ball preparatory to serving, but allows it to fall to the floor (ground) without touching it, the first referee shall cancel the serve and direct a second and last attempt at service (re-serve) for which an additional five seconds is allowed. If the player does not serve within these time limits, a serious offense is committed which must be penalized by loss of service.
   - (b) After the referee's whistle for service, no other actions (requests for timeout, lineup check, etc.) may be considered until after the ball has been served, even if the request has been made after a server has initiated service action and legally permitted the ball to fall to the floor. A re-serve is considered to be a part of a single effort to serve and must be completed before any requests may be considered.
   - (c) If a player serves the ball prior to the whistle of the first referee, the service action shall be cancelled and a re-serve directed on the first such occasion. On a second occasion, the player shall be warned unless, in the first referee's judgment, such action was done for the purpose of attempting to gain an advantage. In that case, the player shall be given an individual sanction (red card).
   - (d) The server is not allowed to delay service after the first referee's whistle, even if it appears that players on the serving team are in a wrong position or are not ready. Preliminary actions, such as bouncing the ball on the floor

or lightly tossing the ball from one hand to the other, shall be allowed, but shall be counted as part of the five seconds allowed for the server to initiate service release or toss of the ball preparatory to the service.

(e) If the whistle has been blown for service and the server realizes s/he is the wrong server, the correct server must get into the service area and execute the serve within the original 5 seconds. However, if the wrong server has tossed the ball to serve, realizes the mistake and lets the ball fall to the floor, the referee must cancel the service attempt and signal a re-serve. The correct server may enter the service area and be issued a new whistle and a new 5 seconds to initiate the second attempt at service. Should the ball be allowed to drop to the floor again by the legal server it would result in a sideout.

(f) Contact of the ball for service cannot be made with two hands or arms.

(g) At the moment of service, the server's body may be in the air entirely forward of the endline provided the last contact with the floor (ground) was within the legal service area.

(h) If a service fault occurs (Rule 7, Art. 2) and the opposing team commits a positional fault at the moment of service (Rule 7, Art. 8), the server's team scores a point.

(i) If an illegal service occurs and the opposing team commits a positional fault at the moment of service, the ball is given to the opponents. The service is illegal when:
- (1) the player serves while in contact with the floor (ground) outside the service area;
- (2) the ball is thrown or pushed for service;
- (3) the player serves with two hands or arms;
- (4) the service is not made following the correct rotation order;
- (5) the ball is not tossed or released before it is hit for service;
- (6) service actions are not initiated within five seconds after the first referee's whistle to serve.

2. **Screening.** In order for members of the serving team to be called for a group screen at the moment of service, the players must be in a group, standing in an erect position and the ball must pass over the area where the players were standing at the moment of contact of the ball for service.
   (a) After the first referee's whistle, no single player of the serving team may wave the arms, jump or move in a distracting manner prior to the contact of the ball for service, regardless of the path of the ball.
   (b) A player with hands extended clearly above the height of the head or arms extended sideways at the moment of service shall be considered to be screening if the ball passes over the player.
   (c) If a member of the serving team takes a position in front of an opponent after the first referee has blown the whistle for service, the player shall be given an individual sanction (red card) for unsporting conduct.
   (d) If, in the opinion of the first referee, a player deliberately attempts to distract an opponent after the ball has been contacted for service, such player shall be guilty of unsporting conduct and an individual sanction (red card) shall be imposed by the first referee.
3. **Position of Players.** The position of players is judged according to the position of their feet in contact with the floor (ground) at the time the ball is contacted for service. A player who is not in contact with the floor (ground) will be considered to retain the status of the last point of contact with the playing surface. For the purpose of this rule, the service area is not considered to be a part of the court. All players, except the server, must be fully on the court at the time the ball is contacted for service (the boundary lines are considered part of court). Players in contact with the centerline are governed by the provisions of Rule 9, Article 6. At the instant the server hits the ball for service, all players on the court must be in their proper positions corresponding with the order noted on the scoresheet. The server is exempt from the rule governing the positions of players on the court at service (Rule 7, Art. 8). A positional fault should be signalled by the referee(s) as soon as the ball has been hit by the server.

(a) Occasionally there may be doubt in the official's mind as to whether a player is a front or backline player or in the correct serving position. In such cases, the referee may withhold the whistle and check the lineup sheet after the play has been concluded. If a check of the lineup sheet reveals that a player was out of position, the call may be made, even though late.

4. **Wrong server.** When it is discovered that a wrong player is about to serve the ball, the scorer shall wait until the service has been completed and then blow the horn/whistle or stop the game in any manner possible and report the fault to one of the referees. Any points scored by a wrong player shall be removed, a side-out declared, and players of the team at fault must immediately resume their correct positions on the court.

5. **Players out of correct serving order.**

   (a) When the error in position is committed by the serving team, the position error is corrected; all points scored during that term of service while the team was in the wrong position are cancelled and a side-out is called.

   (b) If the side-out has been awarded, but the opponents have not served, the offending team shall lose all points scored during that term of service while in the wrong position. No point is scored by the team in possession. The position error is corrected.

   (c) If the opposing team has already served before the error in position is discovered, there is no loss of points by the offending team. A point is scored for the opposing team unless discovery of the error is immediately following a play in which the serving team scored a point. The position error is corrected.

   (d) If after being awarded a side-out, but before serving, the team is found to be out of serving order, the order is corrected and the game continues.

   (e) If during one term of service by a team, there are two different servers, one illegal and one correct server, and the error is discovered prior to a serve by the opponents, the offending team shall lose all points scored by the illegal server and all points scored by the subsequent legal server during that same term of service by that team; side-out shall be declared. If the correct server is the first server followed by an illegal server, points scored by the correct server are not lost, but any scored by the illegal server are lost and side-out is declared.

6. **Requesting lineup check.** Team captains or coaches may request verification of the service order of their team if done on an infrequent basis. Requests for lineup checks for opponents will be limited to determining whether or not the players are in the correct serving order. No information will be provided to disclose which opposing players are frontline or backline players.
7. **Service for elementary grade players.** Where elementary grade age players are in a competition, it can be considered legal service if the ball is hit directly from the hand of the server, not necessarily dropped or tossed. Where this serve is acceptable, it should be established in advance or otherwise agreed upon mutually before competition starts and the officials notified. In such levels of team play, players should be encouraged to develop ability and skills necessary for a serve which does satisfy the requirements of the official rule.

Rule 8. Playing the Ball

ARTICLE 1. Maximum of Three Team Contacts. Each team is allowed a maximum of three (3) successive contacts of the ball in order to return the ball to the opponent's area. (*Exception:* Rule 8, Art. 11.)

ARTICLE 2. Contacted Ball. A player who contacts the ball, or is contacted by the ball, shall be considered as having played the ball.

ARTICLE 3. Contact of Ball with the Body. The ball may be hit with any part of the body on or above the waist.

ARTICLE 4. Simultaneous Contacts with the Body. The ball can contact any number of parts of the body down to and including the waist providing such contacts are simultaneous and that the ball rebounds immediately and cleanly after such contact.

ARTICLE 5. Successive Contacts. Players may have successive contacts of the ball during blocking (Rule 8, Article 11) and during a single attempt to make the first team hit of a ball coming from the opponents, even if the ball is blocked, provided there is no setting action used during the effort and the ball is not held or thrown. Any other player contacting the ball more than once, with whatever part of the body, without any other player having touched it between these contacts, will be considered as having committed a double hit. Such contacts are a fault.

ARTICLE 6. Held Ball. When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing, or carrying the ball shall be considered to be a form of holding. A ball clearly hit with one or both hands from a position below the ball is considered a good play.

ARTICLE 7. Simultaneous Contacts by Opponents. If the ball is held simultaneously by two opposing players, it is a double fault and the first referee will direct a play-over.

(a) If the ball is contacted simultaneously by opponents and is not held, play shall continue.

(b) After simultaneous contact by opponents, the team on whose side the ball falls shall have the right to play the ball three times.

(c) If, after simultaneous contact by opponents, the ball falls out of bounds, the team on the opposite side shall be deemed as having provided the impetus necessary to cause the ball to be out of bounds.

ARTICLE 8. Ball Played by Teammates. When two players of the same team contact the ball simultaneously, this is considered as two team contacts and neither of the players may make the next play on the ball. *(Exception:* Rule 8, Art. 11.)

ARTICLE 9. Attacking over Opponent's Court. A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent, such action does not constitute a fault.

ARTICLE 10. Assisting a Teammate. No player shall assist a teammate by holding such player while the player is making a play on the ball. It shall be legal for a player to hold a teammate not making a play on the ball in order to prevent a fault.

ARTICLE 11. Blocking. Blocking is the action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball before it crosses the net, as it crosses the net or immediately after it has crossed the net. An attempt to block does not constitute a block unless the ball is contacted during the effort. A blocked ball is considered to have crossed the net.

(a) Blocking may be legally accomplished by only the players who are in the frontline at the time of service.

(b) Multiple contacts of the ball by a player(s) participating in a block shall be legal provided it is during one attempt to intercept the ball.
   (1) Multiple contacts of the ball during a block shall be considered a single contact, even though the ball may make multiple contacts with one or more players of the block.

(c) Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed the team.

(d) The team which has effected a block shall have the right to three additional contacts after the block in order to return the ball to the opponent's court.

(e) Backline players may not block or participate in a block, but may play the ball in any other position near or away from the block.

(f) Blocking or attacking a served ball is prohibited.

(g) Blocking of the ball across the net above the opponent's court shall be legal provided that such block is:
   (1) after a player of the attacking team has spiked the ball, or, in the first referee's judgment, intentionally directed the ball into the opponent's court; or
   (2) after the opponents have completed their allowable three hits; or,
   (3) after the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball; or,
   (4) if the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball.

ARTICLE 12. Ball Contacting Top of Net and Block. If the ball touches both the top of the net and the blocker(s), and the ball returns to the attacker's side of the net, this team shall then have the right of three more contacts to return the ball to the opponent's area.

ARTICLE 13. Backline Attacker. A backline player returning the ball to the opponent's side while forward of the attack line must contact the ball when at least part of the ball is below the level of the top of the net over the attacking team's area. The restriction does not apply if the backline player jumps from clearly behind the attack line and, after contacting the ball, lands on or in front of that line.

(a) It is a fault when a backline player is in the attack area, or touching the attack line, or its imaginary extension, and hits the ball while it is completely above the height of the net, causing the ball to directly and completely cross the vertical plane of the net or intentionally directs the ball towards the opponents' area so that it is contacted by an opponent before fully passing the plane of the net (see Commentary 11a).

Commentary on Rule 8
Playing the Ball

1. **Reception of the ball.** Contact with the ball must be brief and instantaneous. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a high reception where the ball is received from high in the air, should not be penalized. The following actions of playing the ball should not be counted as faults
   (a) when the sound is different to that made by a fingertip hit, but the hit is still played simultaneously with both hands and the ball is not held;
   (b) when the ball is played with two closed fists and the contact with the ball is simultaneous;
   (c) when the ball contacts the open hand(s) and rolls off the hand(s) backward without being held;
   (d) when the ball is played correctly and the player's hands move backward, either during or after the hit;
   (e) when a poorly hit ball is caused to rotate (such as a defective spike where the ball is spun and not hit squarely or a set ball that is caused to rotate due to improper contact).

   Faults that are seen to occur must be penalized. The first referee must only look at the part of the body making contact with the ball. The first referee should not be influenced by the position of the player's body before and after playing the ball. The rule makes no mention of any physical position in which the ball may not be played correctly.

   The rules allow the official to judge only the *contact* of the ball by the player. The flight of the ball has no bearing on the legality of the contact. The ball may be legally played from any body position and may be directed legally in any direction. A lateral set can be just as legal as a forward or backward set. The quick lateral "dump set" by a setter is an excellent offensive skill and should only be whistled dead if the ball is held, thrown, or double hit, but not because the ball's flight was lateral, or perhaps had a flatter, more direct arc.

2. **Support during contact.** A player may not play the ball while supported by a teammate or while being supported by grabbing the pole, cable, net supports, or referee's stand. It is not a foul to play the ball while supported by any other object, e.g., chair, team bench, bleacher, or wall. However, if a player steps on a chair, team bench, etc., one foot must remain on the floor while contacting the ball.
3. **Held ball on service receive.** Receiving a served ball with an overhead pass using open hands is not necessarily a fault. Such service receives must be judged the same as any open-handed pass. If the served ball is traveling in a low and relatively flat trajectory, receiving it with open hands and passing without holding the ball is extremely difficult. If the serve is high and soft, the pass can be made legally the same as any similar ball crossing the net after the service.
4. **Held ball on block.** A block may be illegal as a held ball during prolonged contact.
5. **Simultaneous contacts.** The ball may contact several parts of the body at the same time legally, provided the ball is not held.
6. **Successive contacts.** In addition to blocking, successive contacts of the ball will be legal on any play which meets all of the following criteria:
   (a) It counts as the first of three team hits.
   (b) It is not an overhand play involving finger action on the ball.
   (c) There is a single attempt to play the ball.

   Thus a player may legally successively contact a serve reception, the dig of a spike or tip, a retrieval of a block (whether blocked by an opponent or a teammate), or even a free ball. The speed of the ball is of no consequence. The flight of the ball after successive contacts is ignored. Lifts, carries, held balls, and balls that roll on any part of the body, are still illegal.

7. **Simultaneous contact between opposing players.** The rules are designed to ensure the continuity of play. During contact of the ball simultaneously by opposing players, the first referee must not blow the whistle unless the ball is momentarily suspended between the hands of opposing players and clearly comes to rest. In such case, the ball must be replayed without a point or change of service being awarded.
   (a) Simultaneous contact above the net by opponents does not count as a contact for either player and each are entitled to make the next contact which will be the first of three allowed that team. However, if one team has already had three legal contacts and then participates in a simultaneous touch above the net with the opponents, that team has then committed a fourth contact and a penalty is imposed.
   (b) If after a simultaneous contact between opponents (not a held ball) the ball rolls along the net and contacts an antenna, this is a double foul, both teams having caused the ball to touch the antenna. A play-over is directed.

8. **Simultaneous contact between teammates.** When two players of a team attempt to play the ball at the same time, resultant action can cause the appearance of simultaneous contact. Referees must be positive that simultaneous contact has been seen before charging that team with two hits. If there is any doubt, only one hit should be called.

9. **Attack hit.** An attack hit is a hit by a player in an intentional effort to direct the ball into the opponent's court. A third hit by a team is considered to be an attack hit, regardless of intention. A served ball is not considered to be an attack hit.

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10. **Power tip.** A tip executed with prolonged contact and/or change of direction of the hand after the initial contact with the ball is not legal.

11. **One hand set.** The one hand set shall be allowed the same length of contact as a two hand set.

12. **Double fault.** The first referee must decide whether two or more faults that have been made and each signalled by one of the officials, occurred at the same time. If they did not occur simultaneously, the first referee must state which occurred first.

13. **Blocking.** Any ball directed toward the opponent's area as an attack hit, can be blocked by one or a group of opposing frontline players. In order for players to be considered in the act of blocking, some part of the body must have been above the height of the net during the effort and before the player returns to the floor.
    (a) If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by blockers, they must be close to the net and close to each other at the time the ball is contacted by the block. If one member of a composite block is above the height of the net during the effort, all members are considered as having been above the height of the net. If a player is attempting to block, but is separated from the group which makes the initial touch on the block and is then contacted by the ball, such contact will count as the first of three contacts allowed to return the ball to the opponent's area.
    (b) Players may take a blocking position with the hands and arms over the net before the opponent's attack hit providing there is no contact with the ball until after the opponents have completed an attack hit (commentary 8) that directs the ball across the net. Immediately after such contact by the attacking team, blockers may contact the ball in an effort to prevent it crossing the net.

(c) Multiple contacts of the ball may be made by any player or players taking part in a block and shall constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's area. The multiple contact is legal even if it can be seen that during the blocking action the ball has contacted in rapid succession:
  (1) the hands or arms of one player; or
  (2) the hands or arms of two or more players; or,
  (3) the hands, arms, or other parts of one or more players on or above their waists.

(d) If the ball touches the top of the net and the hands of an opposing blocker(s), the ball shall be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three contacts of the ball.

(e) Blockers may reach across the plane of the net outside the antenna, but may not contact the ball over the opponent's area. If contact of the ball over the opponent's area is made while any part of the blocker or member of a composite block is outside the antenna across the plane of the net, the block is illegal.

(f) In order for player(s) to be considered in the act of blocking, some part of the body must be above the height of the net during the effort to block. If some part of the player's body was above the net during the attempt but may have descended below the top of the net before contact with the ball, the player should still be considered in the act of blocking, in the judgment of the official (until the player returns to the floor). If the player makes a separate and second effort to play the ball, that contact becomes the first of three contacts allowed to return the ball.

(g) If a player near the net attacks the ball in such a manner that the ball is blocked back into the attacking player while still in the air, the attacking player is not considered to be a blocker. Therefore the contact with the attacker will count as the team's first hit and successive contacts will be legal.

(h) If a frontline player near the net and above the height of the net sometime during the action sets the ball in such a manner that the ball is legally blocked back into the setter, such contact shall be considered to be a block provided there is no attempt to play the ball by the setter. The team shall be permitted to to make the first play on the ball after such contact. If the setter is a backline player the player would become an illegal backline blocker on contact with the ball.

(i) The first referee must decide whether the opposition's hit was really made first and whether the block followed. This means that in the case of simultaneous contact between the spiker and the blocker on the spiker's side of the net, the blocker's play is illegal and must be penalized by the first referee.

14. **Blocking or Attacking the Serve.** It is illegal to block a served ball. It is illegal for a player in the attack zone to attack a served ball while the ball is completely above the height of the net. The ball becomes dead immediately upon contact by a blocker or illegal attack hit.

15. **Backline players.** A backline player who is inside the attack zone or its assumed extension may play the ball directly into the opposite court if, at the moment of contact, the ball is not completely above the level of the top of the net.

(a) A ball contacted from above the height of the net (including a spiked ball) and directed towards the opponent's court by a backline player on or forward of the attack line, or its imaginary extension, does not become an illegal hit on the first, second, or third contact *until* the ball passes beyond the vertical plane of the net or is contacted by the opponents.

(b) On the first or second team hit, if a backline player on or in front of the attack line contacts the ball from above the height of the net in an *attempt to direct the ball to a teammate,* the ball remains alive and in play if legally contacted by an opposing player before the ball passes fully beyond the vertical plane of the net. If the ball does pass fully beyond the plane of the net *untouched* it is a back court player foul. If a ball, which was directed to a teammate in the referee's judgment, is legally touched by an opponent above the net and the ball *then* passes fully beyond the vertical plane of the net, the ball will remain alive and play continues.

(c) If a backline player illegally attacks the ball into a backline blocker, it is a double fault.

(d) Simultaneous contact above the net by a backline attacker and an opposing backline blocker is a double foul.

(e) If a backline player at the net, along with the blockers, attempts to block and is touched by the ball or the ball touches any of the players in that block, it is a fault, backline players not having the right to participate in a block. However, if the block containing the backline player does not touch the ball, the attempt to block is not considered to be a fault.

(f) A backline player, who is attempting to play a ball which is partially over the net *and* whose hands/body are above the net, shall be considered an illegal blocker *if* the ball is attacked or blocked by an opponent into the backline player (including simultaneous contact).

(g) A backline player, who is attempting to play a ball near the net and who is entirely below the top of the net, shall not be considered a blocker if the ball is attacked or blocked into the backline player by an opponent. This contact would be the first of three contacts allowed to return the ball.

Rule 9. Play at the Net

ARTICLE 1. Ball in Net between Antennae. A ball, other than a served ball, hitting the net between the antennae may be played again. If the ball touches the net after a team's allowable three contacts and does not cross the net, the referee should not stop the play until the ball is contacted for the fourth time or has touched the playing surface. (See Rule 10, Commentary 1.)

ARTICLE 2. Ball Crossing the Net. To be good, the ball must cross the net entirely between the antennae or their assumed indefinite extension.

ARTICLE 3. Player Contact with Net. If a player's action causes the player to contact the net during play, whether accidentally or not, with any part of the player's body or uniform, that player shall be charged with a fault. If the ball is driven into the net with such force that it causes the net to contact a player, such contact shall not be considered a fault.

ARTICLE 4. Simultaneous Contact by Opponents. If opponents contact the net simultaneously, it shall constitute a double fault and the first referee shall direct a replay.

ARTICLE 5. Contact by Player outside the Net. If a player accidentally contacts any part of the net supports, e.g., a post, cable, the referee's stand, etc., such contact should not be counted as a fault provided that it has no effect on the sequence of play. Intentional contact or grabbing of such objects shall be penalized as a fault.

ARTICLE 6. Crossing the Centerline. Contacting the opponent's playing area with any part of the body except the feet is a fault. Touching the opponent's area with a foot or feet is not a fault providing that some part of the encroaching foot or feet remain on or above the centerline and does not interfere with the play of an opponent.

(a) It is not a fault to enter the opponent's side of the court after the ball has been declared dead by the first referee.

(b) It is not a fault to cross the assumed extension of the centerline outside the playing area.

  (1) While across the extension of the centerline outside the court, a player of the attacking team may play a ball that has not fully passed beyond the plane of the net. Opponents may not interfere with a player making a play on the ball.

(2) A player who has crossed the extension of the centerline and is not making a play on the ball may not interfere with an opponent.

ARTICLE 7. Ball Penetrating or Crossing the Vertical Plane. A ball penetrating the vertical plane of the net over or below the net, whether over or outside the court, may be returned to the attacking team's side by a player of the attacking team provided the ball has not yet completely passed beyond the vertical plane of the net when such contact is made. A ball which has penetrated the vertical plane above the net may be played by either team.

Commentary on Rule 9
Play at the Net

1. **Ball crossing vertical plane of the net.** If a ball penetrates the vertical plane of the net over the net, under the net, or outside the antennae, the attacking team is allowed to attempt to play the ball back into their team area, providing the ball has not fully passed beyond the vertical plane of the net at the time of contact. The opponents are not allowed to intentionally touch the ball under the net during such play. However, if the ball inadvertently contacts an opponent beyond the plane under the net, the ball becomes dead and is not considered to be a fault by the opponents.
   (a) Once the ball penetrates the vertical plane above the net, the opponents have equal right to play the ball.
2. **Contact with opponent's area.** Contact with the opponent's area may only occur with a foot or feet. Contacting the opponent's area with a hand, or other part of the body other than a foot or feet, is a fault. If a player lands on an encroaching foot of an opponent, such contact is ignored unless, in the first referee's judgment, the act is done deliberately to interfere with an opponent.
3. **Contact with opponent beyond the vertical plane.** If a player makes contact with an opponent beyond the vertical plane of the net, and if such contact is inadvertent, the contact shall be ignored. If the contact is intentional, it shall be penalized by the referee without warning (individual sanction—red card).

4. **Reaching over the net.** Contacting the ball over the net above the opponent's playing area before the opponent's action to send the ball toward the opposite side is made, shall constitute a fault.
5. **Follow-through over the net.** A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the attacker's side of the court and then the follow-through crosses the net without touching the net, such an action does not constitute a fault.
6. **Crossing the centerline.** It is not a fault to cross the centerline onto the opponent's side of the net provided that no contact is made with the opponent's playing area. While across the centerline extended, a member of the attacking team is permitted to make a play on the ball provided the ball has not passed fully beyond the vertical plane of the net at the time of contact.
7. **Contact with posts, cables, etc.** If a player accidently contacts a cable (including the cables supporting the net) or a post, cables supporting a post, referee stand, etc., it should not be counted as a fault unless it directly affects the subsequent sequence of a play. If the stand, posts, etc., are intentionally grasped or used as a means of support, such action constitutes a fault.
8. **Net contact.** The net may not be in contact by any player while the ball is in play. Inadvertent contact of the net by a player's hair caused by her turning movements which has no bearing on the play may be "overlooked" by the official.

Rule 10. Dead Ball

ARTICLE 1. When Ball Becomes Dead. A live ball becomes dead when:

(a) The ball touches an antenna or the net outside an antenna.
(b) The ball does not cross the net completely between the antennae.
(c) The ball strikes the floor, floor obstacles or a wall.
(d) The ball contacts the ceiling or overhead obstruction at a height of 7 m (23′) or more above a playing surface, or any overhead obstruction above a nonplaying area.

(e) A player(s) commits a fault.
(f) A served ball contacts the net or other object.
(g) The first or second referee blows a whistle, even though inadvertently.
(h) A player causes the ball to come to rest on a rafter or other overhead obstruction that is less than 7 m above the height of the playing surface.

Commentary on Rule 10
Dead Ball

1. **Inadvertent whistle.** The blowing of an inadvertent whistle causes the ball to become dead immediately. In such cases, the first referee must make a ruling that will not penalize either team. For instance, if a player has hit the ball in such a manner that it is falling in an area where no other player could logically make a play on the ball, and if the referee blows the whistle before the ball has touched the playing surface, the ball becomes dead immediately. In this case, the first referee should rule as though the ball had touched the playing surface at the time the whistle blew and a replay is not awarded. Another example is after a third hit with the ball striking the net near the top and the first referee inadvertently blowing the whistle. After the whistle, if the ball were to roll in such a manner that it crossed the net into the defending team's areas, a replay should be called for by the first referee.
2. **Whistles at approximately same time.** If the second referee blows a whistle in response to a request by a captain or coach at approximately the same time as the first referee blows a whistle for service, play shall be stopped and the first referee shall determine which whistle was blown first. If the whistle of the second referee was blown before the whistle for service, the request of the team will be granted. If the whistle of the second referee was after the whistle for service, the request will be denied and a new service effort directed.
3. **Ball contacting antenna.** If the ball contacts the antenna above or below the height of the net, the ball becomes dead.

4. **Ball outside antennae or under the net.** A ball which has passed completely beyond or across the vertical plane of the net outside the antennae or under the net is out of play.

5. **Ball spiked outside antenna.** If blocked, a ball hit partially across the net and entirely outside the antenna, is considered to have completely crossed the net.
   The ball is out of play by the attacking team.

Rule 11. Team and Player Faults

ARTICLE 1. Double Fault. A double fault occurs when players of opposing teams simultaneously commit faults. In such cases, the first referee will direct a play-over.

ARTICLE 2. Faults at Approximately the Same Time. If faults by opponents occur at approximately the same time, the first referee shall determine which fault occurred first and shall penalize only that fault. If it cannot be determined which fault occurred first, a double fault shall be declared.

ARTICLE 3. Penalty for Committing Faults. If the serving team, or a player of the serving team, commits a fault, a side-out shall be declared. If the receiving team, or a player of the receiving team, commits a fault, the serving team shall be awarded a point.

ARTICLE 4. Team and Player Faults. A fault shall be declared against a team or player when

(a) The ball touches the floor (Rule 10, Art. 1).
(b) The ball is held, thrown, or pushed (Rule 8, Art. 6).
(c) A team has played the ball more than three times consecutively (Rule 8, Art. 1).
(d) The ball touches a player below the waist (Rule 8, Art. 3).
(e) A player touches the ball twice consecutively (Rule 8, Art. 5).
(f) A team is out of position at service (Rule 7, Art. 8).
(g) A player touches the net or antenna (Rule 9, Art. 3).
(h) A player completely crosses the centerline and contacts the opponent's playing area (Rule 8, Art. 9).

(i) A player attacks the ball above the opponent's playing area (Rule 8, Art. 9).
(j) A backline player while in the attack area hits the ball into the opponent's court from above the height of the net (Rule 8, Art. 13).
(k) A ball does not cross the net entirely between the antennae (Rule 9, Art. 2).
(l) A ball lands outside the court or touches an object outside the court (Rule 10, Art. 1).
(m) The ball is played by a player being assisted by a teammate as a means of support (Rule 8, Art. 10).
(n) A player reaches under the net and touches the ball or an opponent while the ball is being played by the opposite team (Rule 9, Commentary 1).
(o) Blocking is performed in an illegal manner (Rule 8, Art. 11).
(p) Illegally served ball or service fault (Rule 7, Art 2; Rule 7, Commentary 1(f)).

Rule 12. Scoring and Results of the Game

ARTICLE 1. When Point is Scored. When a fault is committed by the receiving team, a point is awarded to the serving team.
ARTICLE 2. Winning Score. A game is won when a team scores 15 points and has at least a two-point advantage over the opponents. If the score is tied at 14–14, the play continues until one team has a lead of two points, e.g., 16–14, 17–15, 18–16, etc.

Note:
Experimental Rule Modification

1. Rule 6, Article 6. Time Between Games of a Match.
   The interval between all games shall be a maximum of three (3) minutes.
2. Rule 12, Article 2. Scoring and Results of the Game.
   (Three out of five game match.)
   a. Scoring for Non-Deciding Game. A non-decided game (games 1 through 4 in the best of five match) is won when a team scores 15 points and has at least a 2 point advantage over the opponents. No game shall exceed 17 points if teams are tied at 16-16, the team to score the 17th point shall be the winner.
   b. Scoring for Deciding Game.
   The deciding games of the match shall use the "rally score" system

with a point awarded on each service. For example:

(1) If the serving team wins a rally or the receiving team commits a fault the serving team is awarded a point and continues to serve.

(2) If the serving team commits a fault or the receiving team wins a rally, the receiving team receives a point and the ball for service.

(3) The winning score shall be 15 points with at least a 2-point advantage over the opponents. The game shall not exceed 17 points. If the teams are tied at 16-16, the team to score the 17th point shall win the match.

ARTICLE 3. Score of Defaulted Game. If a team does not have sufficient players to start a game after the first referee requests play to begin, that team shall lose the game by default. Score of each defaulted game will be 15–0.

ARTICLE 4. Score of Defaulted Game Due to Injury. If a game is defaulted due to a team being reduced to less than six players because of an injury, the defaulting team shall retain any points earned. The winning team shall be credited with at least 15 points or will be awarded sufficient points to reflect a two-point winning advantage over the opponents.

ARTICLE 5. Score of Defaulted Game Due to Expulsion. If a game is defaulted due to expulsion or disqualification of a player, the defaulting team shall retain any points earned. The offended team shall be credited with at least 15 points or a sufficient number of points to indicate a two-point winning advantage over the opponents.

ARTICLE 6. Refusal to Play. If a team refuses to play, it is declared in default for the entire match and the opponent is given a win by default. The score for each defaulted game is 15-0 and the score of the match is 2-0, 3-0, depending upon the number of games scheduled for the match.

ARTICLE 7. Incomplete Team during Match. If a team is reduced to less than six players and cannot complete the remainder of a match, the opponents shall be awarded 15 points or sufficient points and games necessary to win the match. The defaulting team keeps its points and games won.

Commentary on Rule 12
Scoring and Results of the Game

1. **Insufficient players.** If a team defaults a game due to failure to have sufficient players to start a game at the scheduled time, the score shall be recorded as 15–0. If the home school or tournament director has been notified that the visiting team will be delayed due to circumstances beyond its control, the referee should delay or postpone the match for a reasonable time before starting the waiting period.

   A waiting time of up to 15 minutes shall be allowed for the team to have sufficient players to play the next game. If the team has at least six players present prior to the expiration of the waiting time, play shall begin. If, after another 15-minute waiting period, a team does not have six players present and ready to play, the second game shall be declared a default. If the match consists of the best 3 out of 5 games, an additional 15-minute waiting period shall be allowed before declaring the match a default.
   - (a) If neither team has six players available at match time, each team shall be charged with a loss of a game by default. The next game, if played, would be the third game of the match.
   - (b) Score of each defaulted game is 15–0. Score of a defaulted match is 2–0 or 3–0, depending upon the number of games scheduled to be played.

2. **Refusal to Play.** For an official to default a match under Article 6, the act of refusal must be an unsportsmanlike act or a verbalization of refusal to play. For all the usual delaying tactics charge the team with a team delay. See Rule 6, Commentary 4 and Rule 4 Article 10.

Rule 13. Decisions and Protests

ARTICLE 1. Authority of the Referee. Decisions based on the judgments of the referee or other officials are final and not subject to protest.

ARTICLE 2. Interpretation of the Rules. Disagreements with interpretations of the rules must be brought to the attention of the first referee prior to the first service following the play in which the disagreement occurred. The captain of the protesting team may be the only one to bring the protest to the attention of the first referee. **NOTE:** The modification of Article 2 for scholastic and intercollegiate competition is that a timeout may be requested by the coach to protest any items listed in Commentary 4 of this rule. If the first referee changes the protested decision the timeout will be charged to the official. If the protest decision stands, the timeout will be charged to the team. If this results in the team's third timeout, the team is penalized by awarding a point or side out to the opponent. The coach still has the option to file a written protest as described in Commentary 8 of this rule.

ARTICLE 3. Appeal of Decision of the Referee. If the explanation of the first referee following a protest lodged by the team captain is not satisfactory, the captain may appeal to a higher authority. If the protest cannot be resolved, the first referee shall proceed to the scorer's table and shall record, or cause to be recorded, on the scoresheet all pertinent facts of the protest. After the facts of the protest have been recorded, the first referee will continue to direct the game and will forward a report later on the protest in question.

ARTICLE 4. Disagreement with Referee's Decision. If a team captain is in disagreement with a first referee's decision in the assessment of a sanction, such decision is not protestable, but the team may state such disagreement in writing on the back of the official scoresheet after completion of the match.

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*This is a modification of international and U.S. volleyball rules.

Commentary on Rule 13
Decisions and Protests

1. **Team protest.** If a protest is lodged by a team captain it must be accepted by the first referee as long as it is a protest of an interpretation or application of a rule. Judgment calls (whether an action happened or not or was a legal skill) are not protestable.
2. **Protested game.** If the protesting team wins the game in which the protest is made the protest is then nullified. If the team later loses the match there is no basis for protest because they won the protested game. Regardless of the outcome of the match the facts of the protest must be forwarded to the NAGWS Rules Interpreter for review.
3. **Protest matters not to be considered.** Protest involving the judgment of a referee or other officials will not be given consideration. Some of these items are
   (a) whether or not a player on the court was out of position at service;
   (b) whether or not a ball was held or thrown;
   (c) whether or not a player's conduct should be penalized;
   (d) any other matters involving only the accuracy of an official's judgment.
4. **Protest matters to be considered.** Matters that shall be received and considered by the first referee concern
   (a) misinterpretation of a playing rule;
   (b) failure of a first referee to apply the correct rule to a given situation;
   (c) failure to impose the correct penalty for a given violation.
5. **Recording facts.** The following facts should be recorded on the scoresheet concerning any protest situation
   (a) score of the game at the time of the protest;
   (b) players in the game at the time of the protest and their positions on the court;
   (c) player substitutions and team substitutions made prior to the protested situation;
   (d) team time-outs charged prior to the protested situation;
   (e) a synopsis of the situation that caused the protest and the rule violated or omitted or the penalty improperly imposed;

- (f) signatures of the scorer, both team captains, and the first referee, to indicate that the facts have been correctly recorded.

6. **Protest committee.** Under tournament situations there should be a protest committee or interpreter who shall make final decisions on protests pertaining to rule interpretation. Play should be suspended until a decision has been made on the protest by this committee or interpreter. This decision will be final.
7. **Ruling of the protest committee and effect.** The committee, after hearing the facts of the protest, may rule that the protest is valid and will be upheld or that the protest is not valid and will be denied. If the protest is upheld, the game will be replayed from the point immediately preceding the play which prompted the lodging of a protest. If the protest is denied, the score and situation will remain as though the protest had never been lodged.
8. **Protest Procedure.**
   - (a) captain lodges protest;
   - (b) stop game;
   - (c) record facts (as in #5);
   - (d) consult rulebook with referees, coaches, and captains for correct decision;
   - (e) if there is no rule to cover the situation the 1st referee has the power to make the final decision (Rule 14).
   - (f) if the dispute is still unresolved after discussion the match resumes under protest. Regardless of the decision made and the match outcome the facts of the protest should be forwarded to the NAGWS Rules Interpreter for review.
   - (g) If a protest of an interpretation of a rule has not been settled satisfactorily by the courtside conference the protesting team, at the conclusion of the match, shall make a full report to its governing body or the NAGWS Rules Interpreter for a final decision. If the protest is judged by the governing body or NAGWS rules interpreter to be valid, begin the protested game again from the point of the protest and replay the remainder of the match to conclusion. *The decision to replay a valid protest would ultimately rest with the two opposing teams and their governing body(s).*

Chapter 4. Officials and Their Duties

Note: Chapter IV is included as a guideline for officials and shall not be construed to be a part of the official playing rules subject to protest by teams.

Rule 14. The First Referee

ARTICLE 1. Authority of the First Referee. The first referee is in full control of the match and any judgment decisions rendered by the first referee are final. The first referee has authority over all players and officials from the coin toss prior to the first game of a match until the conclusion of the match, to include any periods during which the match may be temporarily interrupted, for whatever reason.

ARTICLE 2. Questions Not Covered by Rule. The first referee has the power to settle all questions, including those not specifically covered in the rule.

ARTICLE 3. Power to Overrule. The first referee has the power to overrule decisions of other officials when, in the first referee's opinion, they have made errors.

ARTICLE 4. Position of First Referee during Match. The first referee shall be located at one end of the net in a position that will allow a clear view of the play. The referee's head should be approximately 50 cm (19½″) above the top of the net.

ARTICLE 5. Penalizing Violations. In accordance with Rule 4 the first referee penalizes violations made by players, coaches, and other team members.

ARTICLE 6. Use of Signals. Immediately after giving a signal to stop play, the first referee shall indicate with the use of hand signals the nature of the violation, if a player fault, the player committing the fault and, the team which shall make the next service.

Commentary on Rule 14
The First Referee

1. **Scoresheet.** The first referee must ensure that the officials' names appear on the first game scoresheets. Signatures are no longer required.
2. **Signaling service.** The first referee will blow a whistle at the beginning of each play to indicate that service shall begin and at any other time judged to be necessary, and shall supervise the rotation, order, and positions of the serving team at the time of

service.

3. **Interrupting play.** Each action is considered finished when the first referee blows a whistle, other than that to indicate service. Generally speaking, the first referee should only interrupt the play when certain that a fault has been committed, and should not blow the whistle if there is any doubt. Should a player make an honor call, the first referee shall accept the call unless there is a definite reason to believe that the player was mistaken, e.g., the net being forced into the player's arms by the momentum of the ball.
4. **Crowd control.** Noise caused by artificial noisemakers, air horns or electric amplifiers shall not be permitted in the playing and spectator areas. Bands may not play while the game is in progress. The responsibility for crowd control rests with the host school. The Athletic Director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators. Should the first referee notice or be notified (by the captain) that there is a problem whereby the crowd is affecting playing conditions on the court, the first referee shall:
   (a) temporarily suspend play.
   (b) instruct the second referee to communicate the problem to the host head coach.
   (c) the host head coach shall seek assistance of the host administrator on site who rectifies problem. If no administrator is present, the responsibility then rests with the host head coach.

   Play remains suspended until the situation is corrected.
5. **Overruling officials.** If the referee is certain that one of the other officials has made an incorrect decision, the first referee has the power to overrule that official and apply the correct decision. The only time the first referee may call (whistle) illegal alignment on the receiving team is when the second referee fails to make the call after having a conference with the first referee regarding the positioning of the same player. If the first referee feels that one of the other officials is not correctly fulfilling the duties as outlined by the Rules, the referee may have the official replaced.
6. **Suspending the match.** Should an interruption occur, particu-

larly if spectators should invade the court, the referee must suspend the match and ask the organizers and the captain of the home team to re-establish order within a set period of time. If the interruption continues beyond this period of time, or if one of the teams refuses to continue playing, the first referee must instruct the other officials to leave the court along with the first referee. The first referee must record the incident on the scoresheet and forward a report to the proper authority within 24 hours.

7. **Authority of the referee.** Although the referee is in full control of the match and any judgment decisions rendered are considered final, this is no way relieves the right of team captains to protest and record matters allowed under the provisions of Rule 13, Art. 3.
8. **Communication of referees.** During the match, the first referee should frequently look at the second referee, who is positioned opposite and facing the first referee, to see whether the second referee is signalling a call, e.g., four touches, consecutive touches by the same player, etc. Refer to Referee Communication Section for clarification.
9. **Ball touching the block.** The decision whether or not a ball that went out did or did not touch the block, *is made by either referee and the line judges.* In fact, the first referee should look at the second referee and all four line judges to see if any of them is signaling a touch by a player(s) before awarding a point or side-out. It is not good refereeing to ask the blockers, after protests from their opponent, whether or not they touched the ball. This should not be done.
10. **Timeouts.** At the conclusion of each timeout the first and second referee shall signal the number of timeouts taken.
11. **Between games of the match.** It is recommended that the first referee remain on the stand during the entire match except in the event of a protest, personal reasons, scoring difficulty which the second referee is unable to settle, and the 5-minute intermission between games 4 and 5.
12. **Verification of scores.** Verification of the score sheets is not the responsibility of the first referee. The second referee shall insure that the deciding point has been recorded. The score is officially verified (signed) by the scorer.

Rule 15. The Second Referee

ARTICLE 1. Position during Match. The second referee shall take a position on the side of the court opposite and facing the first referee.

ARTICLE 2. Assisting the First Referee. The second referee shall assist the first referee by making calls such as

(a) Violations of the centerline and attack line.
(b) Contact with the net by a player.
(c) Contact of the ball with an antenna or ball not crossing the net entirely inside the antenna on the second referee's side of the court.
(d) Foreign objects entering the court and presenting a hazard to the safety of the players.
(e) Performing duties in addition to those outlined when instructed to do so by the first referee.

ARTICLE 3. Keeping Official Time. The second referee shall be responsible for keeping official time of warm up periods before the match, time-outs and rest periods between games of a match.

ARTICLE 4. Conduct of Participants. The second referee shall supervise the conduct of coaches and substitutes on the bench and shall call to the attention of the first referee any unsporting actions of players or other team members.

ARTICLE 5. Supervision of Substitutions. The second referee shall authorize substitutions requested by captains or the coaches of the teams.

ARTICLE 6. Service Order of Teams. The second referee shall verify at the beginning of each game that the positions of the players of both teams correspond with the serving orders listed on the scoresheet and the lineups as given to the scorer. The second referee shall supervise the rotation order and positions of the receiving team at the time of service.

ARTICLE 7. Giving Opinions. The second referee shall give opinions on all matters when so requested by the first referee.

ARTICLE 8. Ending Play. The play is considered as ended when the second referee blows a whistle.

Commentary on Rule 15
The Second Referee

1. **Scoresheet.** The second referee must ensure that their name appears on the first game scoresheet.

2. **Prior to the match.** The second referee shall verify that the team rosters are correct. Once the necessary changes have been made, the rosters are submitted to the scorer. At least five minutes before the scheduled match time, the second referee takes the lineup sheets to the coaches and returns the lineup sheets to the scorer at the beginning of the last two minutes of team warm-ups to ensure that the start of the match will not be delayed.
3. **Keeping official time.** It is the responsibility of the second referee to keep the official time during warm up periods before the match, time-outs, and between games of a match. At the end of each time-out, the second referee will signal the first referee the number of time-outs that have been charged to each team.
4. **Substitutions.** The second referee will authorize a substitution when the substitute is ready to enter the game. Before allowing the substitute to enter the court, the second referee will make certain that the scorer has the necessary information to properly record the substitution. Although the ultimate responsibility for such information rests with the coach, the second referee beginning with the 9th team substitution shall notify the coach(s) of their number of team substitutions which have been used. The second referee shall also notify the coach(s) when a player has entered the game for a third time.
5. **Control of the ball.** The second referee shall be responsible for the ball during interruptions of play.
6. **Replacing first referee.** Should the first referee suddenly be indisposed, it shall be the responsibility of the second referee to assume the responsibilities of the duties of the first referee.
7. **Assisting the first referee.** The second referee shall whistle only when s/he is positive that the backline blocker or attacker is illegal. The second referee will make calls and perform duties in addition to those outlined when instructed to do so by the first referee.
8. **Verifying lineups.** It is the duty of the second referee to use the official lineup sheets submitted by the teams to verify that the lineups are correct at the start of the game. Without

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unnecessarily delaying the game, the second referee, along with the scorer, may again verify player positions when teams change courts at 8 points in the deciding game.

9. **Giving information to team captains.** Upon request of a team captain or coach for verification that the opponents are in their correct service order or that players are not in the game illegally, the first referee may direct the second referee to verify that the players are correct or incorrect. No direct identification of opposing players will be given to the team captain. Requests for such information by team captains will be limited to infrequent occasions. If it is found that the players are in an incorrect position or illegally in the game, the first referee will direct the second referee and scorer to correct the error.
10. **Between games of the match.**
    (a) take possession of the ball;
    (b) immediately take lineup sheets to the coach of each team;
    (c) return the lineup sheets from the coaches to the scorer in time to see that the two-minute intermission is not delayed;
    (d) prior to the deciding game of the match, toss the coin with the captains at the request of the first referee to determine choice of serve or side of court.
11. **Acknowledgement of scores.** At the end of each game, the second referee acknowledges that the winning point has been recorded and indicates end of game to the first referee.

Rule 16. The Scorer

ARTICLE 1. Position during Match. The scorer's position is on the side of the court opposite the first referee and behind the second referee.

ARTICLE 2. Recording Information. Prior to the start of a match, the scorer obtains the team rosters and lineup sheets and records the numbers of the starting players on the scoresheet. Between games of a match the scorer reminds the second referee to obtain new lineups from captains or coaches in order to properly record any changes in the lineups. In addition, the scorer

(a) Records the scores as the match progresses.

(b) Makes sure that the serving order and rotation of players is followed correctly.

(c) Carefully checks the numbers of substitutes to determine that they may legally enter the game before recording the information on the scoresheet.

(d) Records time-outs and notifies the second referee and the first referee the number of time-outs which have been charged to each team.

ARTICLE 3. During Deciding Game of Match. If teams elect to change courts during the deciding game of a match, the scorer signals the referees when one of the teams has scored an eighth point and indicates that the teams should change playing areas.

ARTICLE 4. Verification of Final Score. At the conclusion of a match, the scorer ensures that the second referee verifies that the winning score has been recorded. The scorer signs the scoresheet and the match is official.

Commentary on Rule 16
The Scorer

1. **Giving information to teams.** The scorer, when requested to do so by one of the referees, must tell either of the coaches or captains the number of substitutions and time-outs that have been charged to their team. Beginning with the 9th substitution by either team the scorer shall notify the 2nd referee of the number of subsitutions used. The scorer shall also notify the 2nd referee when a player enters the game for a third time. Information pertaining to opponents will not be given to a coach or captain by the scorer.
2. **Lineups.** Prior to the start of each game of a match, the coach or team captain must send a lineup to the scorer on the official form provided. Opponents will not be permitted to see the lineup submitted by the opposing team prior to the start of play. Before lineup sheets are given to coaches, prior to the beginning of each game the scorer circles the first server's position for both teams.
3. **Recording of remarks.** The scorer must write all remarks pertaining to penalties, protests, etc., that occur during the progress of the game. Incidents leading to the disqualification of a player must be entered on the scoresheet.

4. **Order of service.** The scorer must control the order of service. If a wrong server is in the service position at the time the referee whistles for service, the scorer shall wait until the ball is contacted during service and then sound a horn/whistle and notify the referees of the fault.
5. **The score.** The scorer must score each point made by a team. The scorer must make sure that the score on the visible scoreboard agrees with the score recorded on the scoresheet. The official scorer does not operate the scoreboard. It is operated by a person who is not one of the match officials. In the event of a discrepancy, the scoresheet shall be official and the discrepancy is not grounds for protest by a team.
6. **Verifying line-ups.** When teams change court at 8 points of the deciding game, the scorer along with the second referee may verify that all players are in their correct positions without unnecessarily delaying the game.

Rule 17. The Line Judges

ARTICLE 1. Position during Match. During the match, the line judges will be stationed

(a) With two line judges, they must be placed diagonally opposite each other, one at each end of the court at the corner away from the service area near the intersection of the end line and side boundary line.
(b) With four line judges, one line judge shall be placed opposite each service area with the sideline extended approximately 2 m behind the endline. One line judge shall be placed approximately 2 m outside the sideline nearest the service area in line with the endline extended. Each line judge watches the line to which assigned.

ARTICLE 2. Duties. The line judges shall signal the first referee when a

(a) Ball lands inside or outside the court boundaries
(b) Line violation by server or other player
(c) Ball touches, crosses over or passes outside the antenna
(d) Ball contacts player before going out of bounds

ARTICLE 3. Flags. The use of flags by line judges shall be at the discretion of the first referee.

Commentary on Rule 17
The Line Judges

1. **Position during match.** During the match, the line judges shall be standing in their assigned areas and shall move from those areas for the purpose of avoiding interference with players playing the ball or to better observe a ball crossing the net near an antenna.
2. **Number of line judges.** For important competitions, it is recommended that four line judges be used.
3. **Signaling the first referee.** Whenever a line judge needs to attract the attention of the first referee due to a fault committed by a player, or to a rude remark made by a player, the flag or hands shall be used above the head and waved from side to side.
4. **Footfaults.** The line judges' responsibility for foot fault errors has been expanded to include other players on the court. If a player is touching the floor outside a court boundary at the time the ball is contacted for service, the line judge should notify the referees.
5. **No See Signal.** Line judges are encouraged to give the No See signal when they fail to see action in question.

RULE INTERPRETATIONS

To receive an official written rules interpretation, call—with a follow-up written request—or write directly to:

SUE LEMAIRE, Rules Interpreter
21721 East Clydesdale Circle
Walnut, CA 91789
(714) 595-3245

If you need a *qualified* official or wish to become a volleyball official, refer to the Volleyball Contact for your state listed on page 165 of this guide.

Definitions of Skills and Fouls

Skills

1. *Block:* the action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball either before, during, or immediately after it crosses the net.
2. *Tip:* a fake spike. An attempt to deceive the defensive team by lightly tipping or strategically placing the ball into an open area of the court using a one-handed or two-handed (open or closed) action.
   Note: In order to make this play effective, the length of contact with the ball must be enough to allow control of the ball but still not so long that the ball is carried or thrown.
3. *Pass:* generally the first play by a team relaying the ball to its setter.
4. *Set:* generally the second play by a team relaying the ball to its spiker.
5. *Spike:* a legally played ball (other than a serve) which is hit forcibly from a height greater than the top of the net.
6. *Attack hit:* a hit by a player in an intentional effort to direct the ball into the opponent's court. A third hit by a team is considered to be an attack hit, regardless of intention.

Fouls

1. *Double hits*
   a. Setting: The hands hit the ball unevenly. The ball is seen to wobble or bounce in the hands.
   b. Passing: The arms are seen to hit the ball with two distinct contacts.
2. *Mishandled ball*
   a. Setting: The hands are seen to hold, carry, lift, or push the ball with extended contact.
   Note: The one hand set should be judged the same as a two hand set.
   b. Passing: The ball is seen to have prolonged contact with the arm(s) or arms and chest.
   c. Tipping: The ball is seen to be thrown or carried with prolonged contact.
   Note: Power tipping should not be judged differently in that prolonged contact and/or change of direction after the initial contact of the ball are not legal.
   d. Spiking: Catching or throwing the ball with prolonged contact. Be cautious of calling too tightly the slightly longer, but legal, contact of the off-speed spike.

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*Adapted from the United States Volleyball Association Case Book.

Summary of Penalties

Rule	Situation	Penalty	Signal
1	Player causes ball to contact ceiling or other object at height greater than 7 m (23').	Fault. Ball dead. Point or side-out.	14 & 25
1	Player causes ball to contact ceiling or other object at height less than 7 m (23').	1. Ground rule. Ball remains in play. 2. Ground rule. Replay any ball rebounding off unusually low obstructions (15' or less).	None 11
1	Ball contacts ceiling or other object at height of 7 m (23') or less above playing surface and rebounds into opponent's court.	Fault. Ball became dead when it passed plane of net. Point or side out.	14 & 25
1	Served ball contacts unusually low obstruction (15' or less) above playing surface.	Fault. Side-out.	14 & 3
1	Player(s) enter an adjacent competitive court.	Point or side-out.	7
4	Player leaves court vicinity or bench area during time-out without permission of referee.	1. Unless deliberate defiance, warn (yellow card) first time. 2. If repeated, penalize (red card) point or side-out.	26 27
4	All designated bench pesonnel participate in discussion during time-out.	No Fault	None
4	Addressing officials concerning decisions.	1. Warning (yellow card). 2. If situation persists, penalize (red card) point or side-out.	26 27
4	Yelling at opponents during play.	Penalty (red card) point or side-out if distraction causes fault.	27
4	Making derogatory remarks to officials, opponents, or spectators.	Expulsion for game (red and yellow cards together) or disqualification for the match (red and yellow cards separated).	28 29
4	Clapping hands while teammate is receiving served ball.	Penalty (red card) point or side-out.	27
4	Rude remarks to officials, opponents, or spectators during game.	Penalty (red card) point or side-out	27

Rule	Situation	Penalty	Signal
4	Rude remarks to officials, opponents, or spectators between games of a match.	Any misconduct between games of a match will be assessed in the game following such misconduct.	27
4	Person other than coaches or playing captain requests timeout.	Request denied. (Improper request)	None
4	Coaches or playing captain makes third request for timeout.	Request denied. (Improper request)	None
4	Coaches or playing captain makes fourth request for timeout.	Request denied. (Second improper request) Team yellow card.	26
4	Failure of team to return to play immediately upon signal indicating the end of a timeout period.	1. Charge team with team delay. (Team yellow card)	26
		2. After 15 seconds, second team delay is charged. (Team red card)	27
		3. If team still fails to immediately resume play, default the game 15-0.	30
4	Disqualified person refuses to leave the designated area.	1. After one minute warn the captain that disqualified person must immediately leave the area. Team delay warning (yellow card).	26
		2. Failure to comply within 15 seconds will lead to a defaulted game, 15-0.	30
5	Failure of team to submit lineup before first game of match or before expiration of intermission between games of a match.	1. Charge team with team delay. (Team yellow card)	26
		2. After 15 seconds second team delay is charged. (Team red card)	27
		3. After an additional 15 seconds default game #1.	30
5	A coach has turned in a lineup and requests a lineup change or changes prior to contact on the first serve.	Request allowed through the normal substitution procedure.	12
5	Lineup indicates a number of a player that does not exist.	Subsitution must be made for phantom player number.	12

Rule	Situation	Penalty	Signal
5	Failure of team to wear proper uniforms.	Possible protest procedure	None
5	Substitute delays in reporting to the sideline and is not immediately ready to enter game upon signal from second referee.	1. Substitution denied.	
		2. Charge team with team delay. (Team yellow card)	26
5	Player attempts to enter game for fourth time.	Entry refused, charge improper request.	None
5	Player attempts to enter game in wrong position.	Entry refused. Charge team with team delay. (Team yellow card)	26
5	Player enters game for fourth time or in wrong position	1. Proper player must reenter position.	17
		2. If discovered before ball is put in play, charge team delay. (Team yellow card)	26
		3. If discovered after ball is put in play:	
		a. points scored during time that wrong player is in game are removed if team is serving. Team penalty (red card) side-out.	27 & 3
		b. If by receiving team, serving team awarded point unless error discovered immediately following play where serving team scored a point. Team penalty (red card) point.	27 & 2
		4. Substitutions (player and team) charged during wrong position entry removed from scoresheet.	None
5	Coach or playing captain fails to indicate that multiple substitution is desired.	Team limited to one substitution.	None
5	Coach or playing captain attempts to make thirteenth team substitution.	Substitution denied. (Improper request)	None

Rule	Situation	Penalty	Signal
5	Coach requests 12th and 13th team substitution	1. Substitutions denied (Improper request)	None
		2. A new request may be made after a TO or next dead ball.	
5	Injured player removed from game under provisions of abnormal substitution rule.	1. No penalty. Substitution.	13A
		2. Player not allowed to participate in remainder of game.	None
5	Injured player wishes to remain in game, but is not able to resume play within fifteen seconds.	1. Charge team with a timeout.	13A
		2. If player not able to continue after legal timeouts are used, player must be replaced.	12
5	Team has less than six players due to player injury and no substitutes (legal or abnormal) available. Three-minute injury timeout has been allowed and all other available timeouts have been used.	1. Default game.	30
		2. Losing team keeps points scored.	None
		3. Credit winning team with at least 15 points, but more if needed to reflect a two-point advantage.	None
5	Team has less than six players due to disqualification of player and no legal substitutes available.	1. Default game and match.	30
		2. Losing team keeps points scored.	None
		3. Credit winning team with at least 15 points, but more if needed to reflect a two-point advantage.	None
5	Player wears jewelry.	1. Before match, jewelry must be removed.	None
		2. If after pre-game warning jewelry is discovered, charge team with a team delay (team yellow card) while player removes jewelry.	26
5	Player attempts to enter while wearing a cast.	1. The player will not be allowed to participate.	None
		2. A team delay (team yellow card) is charged.	26
6	Any player performs act which, in the referee's judgment, delays the game.	1. Team delay. (Team yellow card)	26
		2. Second team delay. (Team red card)	27

Rule	Situation	Penalty	Signal
6	At conclusion of rest period between games, team fails to report immediately to the endline.	1. Charge team with team delay. (Team yellow card).	26
		2. After 15 seconds, charge team with second team delay. (Team red card)	27
		3. After another 15 seconds, default game (15-0).	30
		4. Team still fails to report after the two-minute intermission; default next game.	30
		5. Team still refuses to play; default the match.	30
7	Server fails to hit ball cleanly with hand or arm during service action.	Fault. Sideout.	23
7	Server does not initiate service action within five seconds after first referee's whistle.	Service delay. Side-out.	22
7	Ball served before first referee's readiness to serve whistle has been sounded.	1. No penalty first time. Play-over.	11
		2. If repeated during same service, player penalty (red card) side-out.	27
7	Players not in proper service order at time ball is contacted during legal service.	Out-of-position fault. Point or side-out.	17
7	After service action is initiated, ball is allowed to fall to floor without contact with server.	1. No penalty. Blows whistle. Signals playover then whistles for second service attempt.	11
		2. If repeated during the same service attempt, service delay. Side-out.	22
7	Ball is released for service contact and is caught by server without service being completed.	Illegal service action. Side-out.	22
7	Server in contact with endline or area outside service area at time of serve.	Illegal service action. Side-out.	7
7	Served ball hits antenna, does not cross net between antennae, or contacts object out-of-bounds.	Service fault. Side-out.	14

Rule	Situation	Penalty	Signal
7	Served ball hits net.	Service fault. Side-out.	8a
7	Served ball hits teammate.	Service fault. Side-out.	8a
7	Served ball hits illegal overhead obstruction.	Service fault. Side-out.	14 & 25
7	Wrong player serves ball.	1. Illegal service. Side-out.	17
		2. If discovered before opponent's serve, all points scored by illegal server (and subsequent servers) are removed.	None
		3. If discovered after opponent's serve, all points scored are retained. Position on the court must be corrected.	None
7	Serving team players standing close together prior to service.	If the served ball passes over 2 or more players standing close together they are penalized for illegal screening. Side-out, no warning.	19
8	Ball contacted more than three times by team during play other than blocking action.	Fault. Four hits. Point or side-out.	6
8	Ball contacts player below the waist.	Fault. Point or side-out.	24
8	Player holds teammate while teammate is playing ball.	Fault. Point or side-out.	None
8	First or second hit (not spiked) would cross net if untouched and ball is blocked across plane of net while an attacking player is in position to make a play on the ball.	1. Fault. Illegal block. Point or side-out.	9
		2. Even though the ball would cross the net if untouched, if attacking team player could play the ball, it may not be blocked legally.	9
8	First or second hit not crossing net is blocked across plane of net in area where attacking team player could play ball.	Fault. Illegal block. Point or side-out.	9
8	Backcourt player blocks ball.	Fault. Point or side-out.	18
8	Backcourt player in blocking position next to legal blocker who contacts the ball.	Fault. Point or side-out. Backcourt player became part of block and made entire block illegal.	18

Rule	Situation	Penalty	Signal
8	Backline player jumps from in front of attack line and hits ball from above height of the net into opponent's court.	Fault. Point or side-out.	20
8	Backline player jumps from on attack line and hits ball from above height of net into opponent's court.	Fault. Point or side-out.	20
8	Player spikes ball over opponent's court.	Fault. Point or side-out.	9
9	Player makes play at net and accidentally falls into net supports outside court.	No fault. Play continues.	None
9	Player makes play at net and grasps support post to keep from commiting a violation.	Fault. Point or side-out. When player grasped the post, it became an intentional act and illegal.	8b
9	Ball causes net to contact player.	No fault. Play continues.	None
9	Ball under net is played after fully passing vertical plane of net.	Fault. Ball became dead when it passed beyond the vertical plane of the net. Point or side-out.	15
9	Ball partially under net intentionally contacted by opponent.	Fault. Interference. Point or side-out.	7
9	Ball, other than served ball, hits net.	Legal action. Play continues.	None
9	Player contacts opponent's court with hand or part of body other than foot.	Fault. Point or side-out.	10
9	Player's foot is across centerline with part of foot above but not in contact with centerline.	Legal action. Play continues.	None
9	Player's foot legally across centerline unintentionally causes opponent to be unable to participate in play.	Legal action.	None
9	Player intentionally contacts opponent with hand or foot to cause distraction.	1. Fault. Penalize (red card) point or side-out. 2. If contact is severe, disqualification (red/yellow card) for match.	27 29
9	Player fully crosses centerline outside the court.	Legal action if player does not interfere with an opponent.	None

Rule	Situation	Penalty	Signal
9	Player across centerline outside the court plays ball which has not passed vertical plane of net.	Legal. Player can play the ball while on the opponent's side of the imaginary extension of centerline as long as the ball has not fully crossed over the centerline extension.	None
9	Player(s) enter adjacent court before, during or after making a play on the ball (adjacent court is scheduled for play).	Fault. Point or side-out.	7
9	Player accidentally contacts net with part of body.	Fault. Point or side-out.	8b
9	Player accidentally contacts net with part of uniform.	Fault. Point or side-out.	8b
9	Player accidentally contacts net with long hair during turning action.	No fault.	None
9	Opponents contact net simultaneously.	Double fault. Play-over.	8b & 11
10	Blocked ball hits antenna.	Fault by blocker. Point or side-out.	14 & 25
10	Blocked ball lands out-of-bounds.	Fault by blocker. Point or side-out.	14
10	Ball passes over or outside antenna while crossing net.	Ball dead. Point or side-out.	14
10	Ball contacts antenna below height of net.	Ball dead. Point or side-out.	14
11	Ball not hit cleanly; throwing action.	Fault. Thrown ball. Point or side-out.	4
11	Ball caused to come to rest between opponents.	Double fault. Held ball. Play-over.	11
11	Ball contacts two legal parts of player's body simultaneously.	Legal action. No penalty.	None
11	Ball contacts legal parts of player's body and player has successive contacts of the ball during blocking or during a single attempt to make the first team contact, provided no finger action is used.	Legal action.	None
11	Ball comes to rest in player's hand or hands.	Fault. Held ball. Point or side-out.	4

Rule	Situation	Penalty	Signal
11	Ball is trapped against net by player.	Fault. Held ball. Point or side-out.	4
12	Team has insufficient number of players to start play at scheduled game time.	1. If home team or tournament director has been notified that the visiting team has been delayed due to circumstances beyond its control, the referee should delay the game for a reasonable time.	None
		2. If there has been no notification, default first game.	30
		a. Wait of up to 15 minutes allowed for team to get necessary players. Default second game if 2 out of 3. Default match 2-0. If not:	30
		b. After an additional 15 minutes, third game is declared a default. Match is defaulted. Score for each defaulted game is 15-0; score of defaulted match is 3-0.	30
12	Team refuses to play.	1. Team delay (team yellow card).	26
		2. Instruct the team to immediately resume play.	None
		3. If the team still refuses to play default the entire match 2-0 or 3-0; 15-0 game score.	30
12	Team verbally refuses to play.	Default of game.	30
13	Team captain disagrees with sanction assessed player or team by first referee.	Captain may express disagreement with the assessing of the sanction by writing a statement on the back of the scoresheet after the match.	None
13	Team captain wishes to protest referee's decision.	Captain must register the protest prior to the next serve.	None
13	Coach wishes to protest referee's decision.	Team time-out is awarded if the referee does not change the decision.	13

Red and Yellow Card Sanctions

Individual Sanctions

Warnings (yellow card). No penalty for minor unsporting behavior.

1. Minor breaches of conduct (to officials, opponents, spectators)
2. Unintentional delay
3. Attempts to influence officials
4. Addressing officials about decisions.
5. Captain repeatedly addressing officials about decisions
6. Leaves the court or bench area without permission
7. Players talking through the net in an attempt to intimidate
8. Players displaying frustration by:
    a. Yanking the net
    b. Pounding the floor with hands or feet
    c. Kicking, hitting or throwing the ball high
9. Players delaying the game deliberately by
    a. Abusing the re-serve privilege
    b. Throwing or kicking the ball away from the court
    c. Untying one's shoelace
    d. Drying the floor more than necessary
10. Coaches displaying disagreement with a judgment call by:
    a. Dropping an object
    b. Yelling at the first referee, second referee or line judge
    c. Repeatedly gesturing the coach's opinion of ball handling
    d. Repeatedly jumping off the bench

Penalty (red card). Point or side out.

1. Repetition of minor offense in same game
2. Any serious breach of conduct (rude, obnoxious behavior, profanity)
3. Deliberate delay of game after warning
4. Stamping feet, shouting or yelling at opponents during play
5. Disruptive coaching by any team member, bench person or coach
6. Deliberate contact with opponent (interference)
7. Abuses official—persistent questions, attempts to influence official, berates official
8. Repeatedly and deliberately leaves court without permission
9. Use of electronic devices.

Expulsion (red and yellow cards together in one hand). Player expelled must leave the court and team area for the game. Coach expelled must

leave the bench for the game.

1. **Third repetition of a minor offense in same game**
2. **Second repetition of a penalty offense**
3. **Extremely offensive conduct (obscene or insulting words or gestures toward officials, opponents or spectators)**

Disqualification (red and yellow cards apart). Player or coach must leave the gym for the match.

1. A second expulsion from a match
2. Attempted or actual physical aggression toward officials, opponents, or spectators

Further clarifications for red and yellow cards.

1. Only the first referee is empowered to warn, penalize, expel, or disqualify a member of a team. When the second referee sees or hears an action or response that might necessitate a card, the second referee indicates to the first referee the situation. The first referee will decide what card should be given.
2. Record all cards given on the scoresheet.
3. Each game is considered separately, except for expulsions. Incidents for which a warning was issued in a previous game require beginning with a warning again, before penalty, if repeated in a later game. Similar acts by two different players should be given as an individual warning to each player. A serious breach of conduct towards opponents or officials should be penalized without warning (RC).
4. Conduct during the game. During play, if a player shouts or yells at an opponent or crosses the vertical plane of the net for the purpose of distracting an opponent, the referee shall immediately stop play and penalize the player for serious unsporting conduct (RC).
5. Disqualified players. Player(s) disqualified from match must immediately leave the match area including all spectator areas. Player(s) will be permitted a brief period to pick up belongings from bench area provided there is no further misconduct. If player(s) has not left the playing area within 1 minute the captain shall be warned that further delay will result in default of the game. Compliance must be within another 15 seconds or the game is defaulted 15–0.

Team Sanctions

Improper Requests (denied)

1. Requesting a timeout, substitution, lineup check, after the first referee's whistle for service
2. A request for timeout or substitution by other than the coach or playing captain
3. A second request for substitution during the same dead ball period without an intervening timeout
4. Request for an excess timeout
5. Request for substitution that would result in an excess team or player substitution

Team Delays (First occasion—team yellow card and any subsequent occasion—team red card)

1. Failure to submit a lineup at least 2 minutes prior to the start of a match or prior to the signal indicating expiration of the intermission between games
2. A second improper request during the same game
3. Delay in completing a substitution
4. Request for entry of an illegal substitute or disqualified player
5. Administering water and/or other liquids near the sideline
6. Failure to report to the end line when directed to do so at the start of a match and between games of a match
7. Delay in returning to play after a timeout
8. Delay in moving to positions for serving or receiving service after completion of a rally
9. Action by a player which creates an unnecessary delay in the start of play
10. A player on the court wearing jewelry.

Competitive Procedures & Special Rules

Competitive Procedures

In the transition to the international playing rules it is recognized that some of the changes will be more difficult to adapt to than others. This Current Practices section is included as part of the rules; practices which can be considered as approved for this season where the occasion demands. They are not to be considered as changes in the established rules but rather as expediences. Wherever possible, it is urged that the newly adopted rules be adhered to. Whenever there is to be a departure from the established regulations, such information should be issued to all participants prior to competition and, if possible, prior to invitation and entry.

Net Height

In prior years the recommended net height for younger players was no lower than 6 feet. For high school ages, the regular heights of the net for boys and girls should be the same as for men and women, respectively. The following net heights are currently in practice for the below indicated age groups and or levels:

	Height of Net	
Age Groups	*Girls*	*Boys /Coed*
17 yrs and under	7'4⅛"	7'11⅝"
15 yrs and under	7'4⅛"	7'11⅝"
13 yrs and under	7'4⅛"	7'4⅛"
Scholastic Levels	*Girls*	*Boys /Coed*
Grades 1-6 (Elem.)	6'1"	6'1"
Grades 7-8 (Middle)	7'4⅛"	7'4⅛"
Grades 7-9 (Jr. HS)	7'4⅛"	7'11⅝"
Grades 9-12 (Sr. HS)	7'4⅛"	7'11⅝"

Time Game

In circumstances where the efficient management of a tournament or series of matches requires strict adherence to a time schedule in order to complete the competitions, the time game may be employed. Such time game may be played on the basis of 8 minutes of ball-in-play time or 15 points, whichever occurs first. Such basis must be established before the first game of a match. If one team does not have a lead of at least 2 points when time has run out, unlimited overtime shall be played without interruption by any signal designating that time has elapsed. Teams changing sides during the final game of a match when time is a factor will do so the first time the ball becomes dead after 4 minutes of ball-in-play time has elapsed or when one team scores its eighth point, whichever occurs first.

Service

Where elementary and junior high school level players are in competition, it can be considered a legal service if the ball is hit directly from the other hand of the server, not necessarily released or tossed. If this serve is acceptable, it should be established in advance or otherwise agreed upon mutually before competition starts and the officials should be notified. In such levels of team play, participants should be encouraged to develop ability and skills necessary for a serve which does satisfy the requirements of the written rule.

Tournament Tie-breaking Procedure

Tie-breaking procedures that are to be used at tournaments must be determined and stated before play begins. It is the duty of the head official to see that the tie breaker procedure exists. Time and facility limitations are major factors to be considered in selecting the most appropriate method. The following methods are all in general use and are suggested for consideration for seeding and/or elimination purposes. The methods are not all-inclusive, and many modifications and combinations are possible. It should be noted that all the steps may not be suitable for breaking ties of three or more teams.

Method A—Game and Point Percentage (International)*

1. Match record points. Win = 2 pts; Loss = 1 pt; Forfeit = 0 pts.
2. Percentage of games won (total games won/total games played).
3. Percentage of points won (total points won/total points played). Total points played includes total points won and lost.
4. Coin flip.

*Tournament rules governing play

This example is based on a best 2 out of 3 game matches.

		Games				Points			
Team	*Match Record*	*Game Won*	*Game Lost*	*Match Record Points*	*Game %*	*Points Won*	*Points Lost*	*Points %*	*Team Place*
A	2–1	4	2	5	.667	not needed			1
B	2–1	4	4	5	.500	not needed			2
C	1–2	3	4	4	.429	70	70	.500	3
D	1–2	3	4	4	.429	50	100	.333	4

Method B—Head to Head Competition and Point Differential

1. Match record.
2. Game record.
3. Results of match(es) between the tied teams (head to head competition).
4. Point differential of match(es) between tied teams.
5. Point differential based on total competition.
6. Coin flip.

Point differential shall be determined by subtracting the total points lost from the total points won for each team. The highest plus or the lowest minus remainder shall be considered the superior team for tie-breaking purposes. Win, loss, and forfeit points are not in use. Actual match and game scores are used.

Method C—Play-off (USVBA)*

1. Teams shall not be eliminated from championship competition on a point system.

2. Teams qualifying for the playoffs, but tied for position only, shall not compete in a playoff game to determine position, rather, position assignment shall be determined by the below listed priority system based on point spread to the extent possible.

1st Priority:	Results of the match between the tied teams, first on the won-lost record, and second on the point spread. If still tied, then
2nd Priority:	Comparison of the point spread based on the total round robin competition. If still tied, then
3rd Priority:	Flip of a coin.

*Tournament rules governing play

Point spread shall be determined by subtracting the total points lost from the total points won. The highest plus or the lowest minus remainder shall be considered the superior team for tie-breaking purposes.

3. If two or more teams are tied for a single playoff position, the minimum number of one 15-point game shall be played.
   For example:
   a. Two teams tie for last position: one 15-point game.
   b. Three teams tie for last position; superior team adjudged by the point spread shall be the bye team and play the winner of the match between the two remaining teams. Two 15-point games total.
   c. Four teams tie for last position: following judgment by the point spread system, team 1 vs 4, and 2 vs 3, and winners playoff. Three 15-point games total.
4. If three teams tie for two playoff positions, the team with the greater point spread shall be awarded first place, and the other two teams shall play one 15-point game for the remaining playoff position. The same priorities as listed in 2 shall prevail, except that if a tie shall exist after the 2nd priority, the flip of a coin shall determine the bye team and all teams must play for position as follows:
   a. Team Blue wins over Team White and gains one playoff berth.
   b. Team Red plays the loser, in this case Team White, for the second playoff berth.
   Two 15-point games total.

Tournament Rules Governing Play

Tournament rules governing play should be established before the beginning of play (prior to invitation or entry if possible) and should not be altered. If it becomes necessary to change a procedure governing play, i.e., number of games of a match, after the tournament begins it should be done only after all teams concerned have been notified.

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Special Rules

The following four items have to do with competition other than regular six-player team play. They are practically verbatim from previous years and it is acknowledged that there are probably more deviations than compliances in actual usage. The Committee on Rule and Interpretations solicits the experience of those groups and organizations which do conduct and sponsor special competitions such as beach play, doubles, triples, mixed doubles, etc.

1. **Co-ed play.** The rules in general govern play for females and males on the same team with the following exceptions:
   (a) The serving order and positions on the court service shall be an alternation of male and female, or vice versa.
   (b) When the ball is played more than once by a team, at least one of the contacts shall be made by a female player. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball, regardless of the number of contacts by a team.
   (c) Uniforms of players shall be identical within the following provisions:
      (1) all female players shall be attired in identical jerseys and shorts;
      (2) all male players shall be attired in identical jerseys and shorts;
      (3) all uniforms shall be numbered in compliance with Rule 5, Article 1(b). There shall be no duplicate numbers regardless of color of the jerseys.
   (d) When only one male player is in the frontline at service, one male backline player may be forward of the attack line for the purpose of blocking.
      (1) Male backline players shall be governed by the provisions of Rule 8, Article 13 when playing the ball in other than blocking action.
      (2) Only one male backline player may be forward of the attack line when a male backline player is participating in a block.
      (3) No female backline player may participate in a block.
   (e) The height of the net for co-ed play shall be 2.43 m (7′11⅝″).
2. **Reverse co-ed play.** The rules in general shall govern play for females and males on the same team with the following exceptions:
   (a) The serving order and positions of the court at service shall be an alternation of male and female, or vice versa.

(b) When the ball is played more than once by a team, at least one of the contacts shall be made by a male player. Contact of the ball during blocking shall not constitute playing the ball.

(c) Uniforms of players shall be identical within the following provisions:
  (1) all female players shall be attired in identical jerseys and shorts;
  (2) all male players shall be attired in identical jerseys and shorts;
  (3) all uniforms shall be numbered in compliance with Rule 5, Article 1(b). There shall be no duplicate numbers, regardless of color of the jerseys.

(d) When only one female player is in the frontline at service, one female backline player may be forward of the attack line for the purpose of blocking.
  (1) Female backline players shall be governed by the provisions of Rule 8, Article 13 when playing the ball in action other than blocking action.
  (2) Only one female backline player may be forward of the attack line when a female backline player is participating in a block.

(e) No male player may participate in a block.

(f) No male player forward of the attack line may contact the ball from above the height of the net and cause it to enter the opponent's playing area.

(g) The height of net for reverse co-ed play shall be 2.24 m (7′4⅛″).

3. **Beach play.** The rules in general shall govern play on beaches with the following exceptions:
   (a) The net height shall be 2.39 m on hard-packed sand and 2.36 m on loose-packed sand;
   (b) Playing areas shall be changed during each game after multiples of 5 points have been scored;
   (c) Ropes shall be used as boundary lines and centerline.

4. **Doubles play.** The rules in general shall govern for two-player (doubles) teams with the following exceptions:
   (a) Each team area shall be 7.62 m long.
   (b) There shall be only 2 players with no substitutes on each team.
   (c) There shall be only 2 positions, left and right half areas.
   (d) The service shall be made from any position behind the endline.
   (e) A game is won at 11 points, or if time is a factor, after 5 minutes of ball-in-play time has elapsed, whichever occurs first.

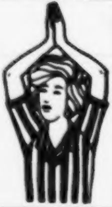
Commentary on Special Rules

1. During co-ed play, if a team contacts the ball more than one time during offensive action, one of the contacts must be by a female player, but there is no restriction that prevents all three team hits being made by female players. Contact of the ball during blocking action does not count as one of the three team hits. Therefore, after a block, a male player may play the ball back over the net since such contact would be considered to be the first team hit.
   (a) A ball contacted more than once by a team, without a female player having contacted it, remains alive until it fully crosses the plane of the net or is contacted by an opponent.
2. During co-ed play, if the ball (other than a spiked ball) is contacted more than one time by a team and is directed over the net without being contacted by a female player, the hit does not become an illegal hit unless the ball passes fully beyond the vertical plane of the net (or is legally blocked).
3. During co-ed play, when there are two females and one male player in the frontline at the time of service, one male backline player may be forward of the attack line for the purpose of participating in blocking action, but is restricted by the provisions of Rule 8 when playing the ball during offensive action.
4. During co-ed play, when there is one male backline player participating in a block, the other male backline player shall remain behind the attack line until the ball has been contacted by the blockers or has been hit in such a manner that no block is possible.
5. During reverse co-ed play, if a team contacts the ball more than one time during offensive action, one of the contacts must be by a male player.
   (a) A ball contacted more than once by a team, without a male player having contacted it, remains alive until it fully crosses the plane of the net or is contacted by an opponent.
6. During reverse co-ed play, a male player taking off from on or in front of the attack line may not hit the ball from above the height of the net in such a manner that it enters the opponent's playing area. If such a hit is legally blocked across the plane of the net by an opponent, the ball is deemed to have crossed the plane of the net and the hit is illegal. If the ball is hit in such a manner that it would cross the net, but is legally contacted by a female player before crossing the net, the hit is legal.
7. During reverse co-ed play, there is no restriction on a male player hitting the ball into the opponent's court if the player takes off clearly

behind the attack line before contacting the ball.

8. During reverse co-ed play, when there are two male and one female player in the frontline at the time of service, one female player from the backline may be forward of the attack line for the purpose of participating in blocking action, but is restricted by the provisions of Rule 8 when playing the ball during offensive action.
9. During reverse co-ed play, when there is one female backline player participating in a block, the other female backline player shall remain behind the attack line until the ball has been contacted by the blockers or has been hit in such a manner that no block is possible.

Signal for Illegal Contact

Illegal Contact 	A	**Co-ed:** No hit by a female player. **Reverse Coed:** No hit by a male player.

Officiating Techniques And Mechanics

Summary of Changes in Techniques of Officiating

1. Official Hand Signals
   a. #1—Begin service
   b. #3—Side out
   c. #14—Out of Bounds
   d. #15—Ball Landing within court
   e. #16—Touch
   f. #24—Ball contacted below waist
   g. #25—Ball touching obstruction or antenna
2. Duties of Second Referee
   a. Indicate player's number by using the prescribed numbering system.
   b. Verify the rosters are correct prior to the start of match
3. Duties of the Line Judges
   Signal # f. (no see signal)

Techniques of Officiating Volleyball

Revised by the ABO Principles and Techniques of Officiating Committee

The following principles and techniques of officiating volleyball should be observed by all officials.

Introduction

The NAGWS Volleyball Rules Committee has adopted the International Volleyball Federation rules and techniques with few modifications. The adoption of specific modifications provides for more appropriate rules and techniques for an educational setting. Any other minor changes are necessary only to provide consistency, clarity, or to refine the techniques.

At high levels of play, the international techniques are found to be slightly less penalty-oriented. They allow for preventive officiating in some instances to avoid penalties and/or warnings. Officials should be sufficiently knowledgeable about rules in order to be able to exercise these same preventive officiating techniques.

In addition to international techniques, international interpretations have been adopted. Current interpretations permit successive/multiple contacts with the first of the three allowable contacts. The rules still state that the ball may not come to "visible rest" on any of the three contacts. Officials must remember that as long as the "contact" was not illegal, the ball may be played in any manner and from any body position. Poor execution of skill is not necessarily a foul. Learning these judgments and utilizing current interpretations in the spirit of the game is what makes volleyball officiating so difficult.

The referees will find a much greater need for a close relationship and even more communication during the match. Although the first referee will be the controlling official over almost all aspects of the game, the first referee must constantly look to the second referee for signals and decisions related to the second referee's responsibilities. How well the two officials work together will have a direct effect on the tone of the match.

1. Arrive early enough to observe the warm up period but at least 30 minutes before game time. Observe the skill level of the players. Sharpen your reaction time and mentally prepare for the match.
2. Maintain an alert, active, and dignified appearance at all times. Avoid activities such as lolling in the bleachers or around the referee's stands, which may detract from the event. Make an effort to meet coaches and captains before the game and maintain a pleasant attitude toward both teams; however, avoid fraternizing that is unnecessary or which may be misinterpreted by the public.
3. Be alert and on top of the game at all times. An illegal hit can occur with all playing techniques. Concentrate on the player's hands or arms as the ball makes contact with the player. Give decisions quickly, accurately, and positively.
4. Enforce rules with impartiality and consistency. Only obvious fouls should be called at game or match point.
5. When making calls, it is most important to be effective, consistent, and positive. Allow no one to influence your decision. Make your judgment on "what you saw" and not on what you "think" happened. Penalize no one for your mistakes; call for a replay if necessary.
6. Be quietly efficient. Be firm, pleasant, knowledgeable and courteous. Display a sense of humor appropriate to the situation.
7. Refrain from all unnecessary talk and discussion with team captains, players, and/or coaches while on the court. Make your answers to questions (should the occasion arise) concise and to the point.
8. When permitted by the first referee, questions by the captain pertinent to the play should take place only when the ball is dead.
9. Command respect without being overly officious, intimidating or arrogant.
10. Immediately identifying infractions of the rules correctly by use of the proper hand signal(s). Avoid verbalization when hand signals are significant.
11. The execution of the correct official hand signals should be clear, understandable, and sustained. Some infractions may necessitate giving more than one hand signal in order to convey the foul.
12. Learn to distinguish backline players by checking player positions preceding the service and following the play.
13. Ensure a crisp whistle tone. The whistle should be blown with authority and assuredness at the moment of the infraction, and have variations in tone to denote various meanings, e.g., foul vs time-out.

14. The voice, when used, should be firm, direct, and responsive without being intimidating. Refrain from using insulting, abusive, or vulgar language to players, coaches, managers, or spectators regardless of the provocation offered by them.
15. Accept constructive criticism gracefully.
16. Make every effort to ensure the officiating personnel work as a compatible, supporting and efficient team.
17. The first referee is the official in charge of the game and may overrule decisions of other officials when, in the first referee's judgment, they have made errors. The first referee also decides when the ball is in play, assesses penalties where necessary and makes all decisions on any matters or questions not specifically covered in the rules.

Conduct of Participants

Referees have allowed participants to reach the point where both players and coaches feel that they have the right (and maybe even the obligation) to question every judgment referees and line judges call. In permitting this, we are violating both the rules and ethics of sporting behavior in volleyball.

Referees are the solution to this problem. At the start of the season, the teams and coaches must be made aware that rudeness, vulgar language, and unsporting conduct will not be tolerated, and that such actions will be penalized. By forcing the conduct of coaches and players to improve, everyone in the sport will benefit.

Noise caused by artificial noisemakers, air horns or electric amplifiers shall not be permitted in the playing and spectator areas. Bands may not play while the game is in progress. The responsibility for crowd control rests with the host school. The Athletic Director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators.

Controlling Play

Refereeing in all sports is difficult, but the refereeing of volleyball, in spite of the first referee's fixed position, is one of the most demanding. The volleyball first referee is required to keep constant watch over all the space from floor to ceiling, every corner of the court, outside the court, players on the court, substitutes, coaches, team managers, trainers, and other personnel sitting on the benches.

As the game progresses, there is constant change. No play is the same, which is why the first referee must be constantly observing and evaluating each situation as it takes place. Consideration must be made as to what the position is and in what form and at what timing the play was made. Thus, any authoritative opinion in a volleyball game must rely on the subjective judgment of the first referee. It is the first referee's responsibility, and the first referee's alone.

The most important characteristics a referee must possess are leadership and dignity. It is the responsibility of the first referee to help each player demonstrate full potential and strengths within the limits of the rules, and not to act as a deprecator concentrating only upon the faults of a player. Referees must realize that they, too, make errors, and must not allow this factor to cause them to become indecisive. The greatest frailty a first referee can display is a self-condemning attitude which results in feeble whistles and/or indecisive hand signals. This causes all concerned to feel uneasy about the call.

Play begins and ends with an official's whistle. A rally is finished by either referee's whistle. The first referee must also whistle when the ball touches the ground and/or obstructions, etc. This whistle should be kept in the official's mouth during the play, but should be removed if speaking.

Arm signals should interpret the events of the game and should be held long enough for players, coaches, scorers, timers, line judges and spectators to see. The official should blow the whistle to end each play, give the correct official hand signal with the hand toward the team making the error, and signal point or side-out.

In some instances it may be necessary for the first referee to visually indicate the offending team or player.

Court/Game Protocol

These are the recommended standard procedures to be used in all official volleyball competitions.

At the Start of Match

a. The first referee calls the captains together well ahead of the start of the match (at least 25 minutes before game time) and has the toss of the coin for choice of service or playing area. It is permissible for the coach to attend the prematch conferences between the first referee and captain. The court shall be made available to both teams for mutual hitting a minimum of 25 minutes before game time. If teams wish to do part of their pregame warm-up separately, whoever elects to serve first would take the first 5 minutes of the official warm up period. The other team waits and takes its turn immediately after the first 5 minutes is over. The first referee directs two minutes of serving by both teams concurrently at the completion of the two 5-minute warm up periods. If one team chooses not to use the court during their 5 minute warm up period, the court shall remain vacant during that time. Two minutes of serving shall follow the two successive five-minute warm up periods. The match shall not begin before the scheduled time. During tournaments and competitions between more than two teams, where there are no specific starting times for matches, the pregame warm up procedure may be modified for the benefit of the organizers for more economical use of time.

b. Prior to the match the second referee shall verify that the team rosters are correct. Once the necessary changes have been made, the rosters are submitted to the scorekeeper.

c. Shortly after the toss of the coin the second referee hands the lineup sheets to the coaches and picks them up at the beginning of the 2 minutes of serving for the recording by the official scorer before the match begins.

d. The referees will ensure that their names appear on the first game score sheet.

e. At the conclusion of the authorized official warm up period, either referee blows the whistle and asks all players to cease warming up and to leave the court.

f. The first referee and other officials assume positions in preparation for introductions.

g. If the players are marching in for introductions, the order shall be: first referee; second referee; scorer, line judges; captain and team who chose the far court; and captain and team starting on the near court. After the national anthem is played, the visiting players and coaches are introduced followed by the home players and coaches, and the officials. The first referee blows a whistle and motions the captains to the center of the court then repeats the process for the remaining team members. The players shake hands and return to their respective benches to remove their warm-ups and receive a few final words.
   (1) If the players are not marching in for introductions, all players shall line up on their respective endlines when motioned to do so by the first referee. If the officials are introduced at this time they shall be positioned on the sideline opposite the scorer's table. The first referee, second referee and scorer shall stand on one side of the net with the linejudges standing on the other side of the net.

h. Officials assume their match positions and the first referee signals with the whistle and a motion of the hand for the six starting players of each team to line up at the endlines of their respective playing areas, indicating the start of the game. When the teams are ready, facing each other, a whistle and a hand motion is given both teams to take up their respective positions on the court.

i. Second referee will verify that players are on the court in positions listed on the official lineup sheets submitted to the scorer by each team. No corrections may be made unless a legal substitution has been made prior to the start of play under the provisions of Rule 5, Article 2b. No other changes may be made in the lineups to correct an error made by teams in preparing the lineup sheets.

Start of Game

a. As soon as lineups are verified and teams are ready, the whistle is blown and a visual signal is given by the first referee for service to begin.

b. The first referee is responsible for administering all penalties including penalty card fouls, delay of game fouls, and substitution fouls.

Substitution Procedures

a. Coach or captain making a substitution request shall signal substitution and indicate the number of substitutions to the second referee. The second referee shall report the number of the substitutes to the official scorer.

b. Second referee should position herself/himself on the attack line.

c. Substitutes should approach the second referee in the substitution zone and wait to be recognized for entry. Substitutes entering the court touch hands with players leaving the court and wait to be authorized to enter by the second referee.

End of Game and Start of Next Game

a. Following the blowing of a whistle for game point, signal end of game, whistle and motion players to line up on the endline of their playing areas. When both teams are in position and the second referee has verified that the winning point has been recorded, the first referee will blow a whistle and dismiss the teams for the rest period between games. Players may then leave the court.

b. The second referee hands the lineup sheets to the coaches and collects them before the end of the intermission.

c. Fifteen seconds prior to the end of the rest period, the second referee will blow a whistle and teams shall immediately report to the endline of their playing areas for the next game.

d. If it is the deciding game of the match the first referee shall toss or direct the second referee to toss a coin for choice of serving or playing area for the deciding game.

Change of Playing Areas during Game

a. When teams choose to change playing areas during a deciding game of a match, the first referee will blow a whistle and indicate both teams to move to the endline of their respective playing areas.

b. When both teams are lined up on the endline, the first referee will blow a whistle and motion for both teams to proceed in a counterclockwise direction to the opposite end without delay.

c. Substitutes and other team personnel will change benches so as to be seated on the side of their playing area.

d. When teams are in position on the endline of the new playing areas, the first referee will blow a whistle and motion for both teams to move onto the court.

e. The second referee and scorer may then verify without unnecessary delay, that players are in their correct positions on the court.

At the End of the Match

a. Following the blowing of a whistle for match point, signal the end of game, and motion the players to line up on the endline of their respective playing areas.
b. When both teams are in position and the second referee has verified that the winning point has been recorded by the scorer, the first referee will signal with whistle and motion for the teams to form a single line and proceed to the center of the court to shake hands with the opponents.
c. The second referee will assure that the game ball is returned to the designated area for safekeeping.
d. If circumstances following the match warrant, the second referee will join the first referee and exit immediately. The first referee is not required to approach the scorer's table nor verify the scores. Verification of the scoresheets requires only that the second referee is certain that the winning score has been recorded. There is no need to review the scoresheet for errors. If there is an error during the progress of the game, such errors must be protested before the first service following the error. Therefore, if an error is discovered by the first referee, there can be no corrective action taken unless it is during the last service sequence.
e. The referees may then leave the playing area for the official's room immediately after the scoresheet is authenticated. (Neither referee should entertain any discussion about the match after the match is over—it is unethical and completely unnecessary.)

Mechanics of Officiating Volleyball

Procedures for Beginning and Ending a Play:

1. Whistle (to start play, simultaneous with beckon).
2. Whistle (to stop play).
3. Signal fault.
4. Signal point or side out.

Official Hand Signals

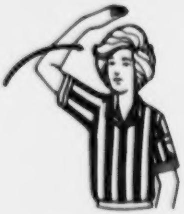
All signals which are made with one hand should be made with the hand on the side of the team which makes error or makes the request. The officials should indicate by hand signals, the number of the player who committed the fault. *This technique should only be used when the fault is not obvious*.

Whistle Techniques

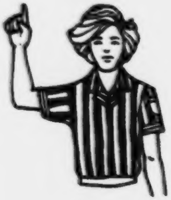
Communication through differentiation of whistle tones is essential. Game circumstances can be controlled better through improved whistle techniques. For example—

1. One Short Blast: Beckon and to stop play.
2. Two Short Blasts: Timeout and substitution.
3. Multiple Short Blasts: Emergency stop play (object on court, injury).

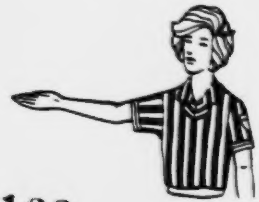
1. *Begin service*. Simultaneous with whistle, use signal hand to beckon the right back with a sweeping motion. Place the hand (receiving side) on the net cable.



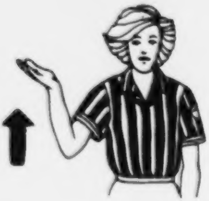
2. *Point*. Raise the arm toward the serving team with the index finger extended upward to indicate one point. For the team on the first referee's right, use the right hand; for the team on the left, use the left hand.



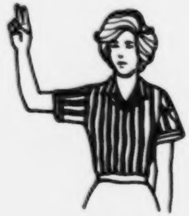
3. *Side-out or change of service*. Extend the arm in the direction of the team that will serve (palm perpendicular to the floor).



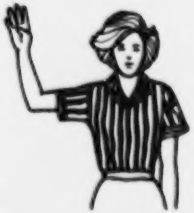
4. *Held ball, thrown ball, lifted ball, or carried ball.* Raise forearm at a slight angle with palm facing upward.



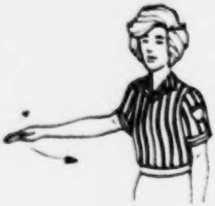
5. *Double hit.* Raise forearm vertically with two fingers extended.



6. *Ball contacted more than three times.* Raise forearm vertically with four fingers extended. (Used when the third and fourth contact are made by the same player.)



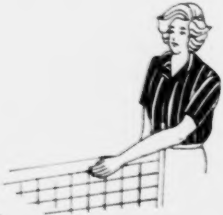
7. *Line foul.* Motion along the appropriate line, with the arm and hand extended, and identify the player who committed the fault.



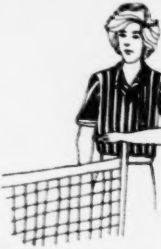
8. *Net foul.*
   a. Ball in the net contacts teammate or fails to reach net at time of service. Touch the net with the hand on the side of the net the ball touched.
   b. Player touching net. Touch the net on the side the player touched with the hand and indicate the player who committed the fault.

Numbering System For Indicating Player at Fault:

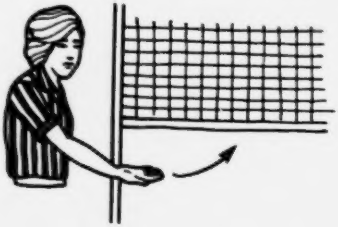
1. Numbers 1-9—Show appropriate number of fingers
2. Number 10—Show closed fist of right hand
3. Numbers 11-15—Show 10 with right fist and appropriate number of fingers with left hand
4. Numbers 16 and higher—Show first digit with right or both hands followed by second digit with left or both hands.



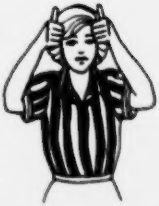
9. *Reaching over the net.* Place the forearm, palm down, over the top of the net. Simulate the action of reaching over the net. Indicate the player who committed the fault.



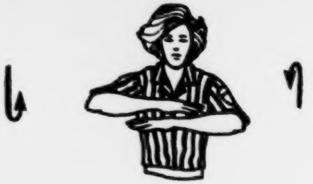
10. *Player crossing centerline.* Motion toward the centerline with extended hand from the side of the infraction.



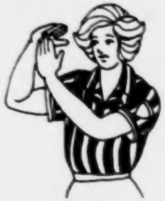
11. *Double foul, re-serve, or playover.* Form both hands into fists, thumbs pointing up, forearms bent, elbows tucked in.



12. ***Substitution.*** **Make a forward circular motion of the hands around each other. (Two rotations are sufficient.)**

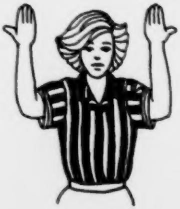


13. *Time-out(s).*
    a. *Time-out, team.* Place the palm of one hand horizontally over the other hand, held in a vertical position, forming the letter "T." Follow by indicating the team requesting the time-out.

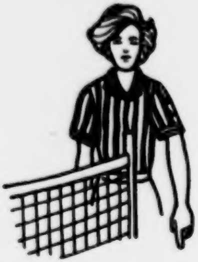


    b. *Time-out, official.* Point toward self with either hand.

14. *Ball out-of-bounds.* Raise both hands with forearms at angle, palms up over the shoulder to indicate *out.* To be used for: A) Touch off block which returns to hitter's side and lands out-of-bounds. B) All other 2nd and 3rd contacts resulting in ball landing out-of-bounds.

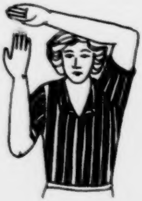


15. ***Ball landing within court boundaries*** **and ball under the net. Extend the arm and hand down toward the sideline in front of the referee.**

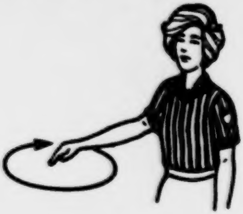


16. *Touches on balls landing out-of-bounds.* Singal to be used for a first team hit landing out-of-bounds on that team's side of net.) Brush palm of one hand horizontally over fingertips of other hand which is held vertically. To be used for:
    a. First team hit landing out-of-bounds on that team's side of net,
    b. A touch off the block landing out-of-bounds on the blocker's side of the net.

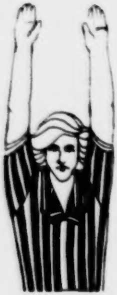
    Note: This signal can also be used on a questionable play to communicate that the blocked ball returning to the hitter's side remains in play.



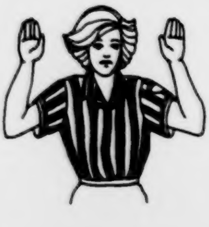
17. ***Out-of-position, wrong server.*** **Make a circular motion with one hand. Index finger pointing down, and indicate the player or players who have committed the fault with the other hand.**



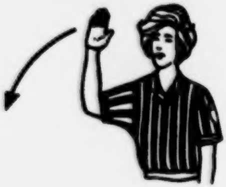
18. *Illegal blocker, blocked serve.* (Player from back row taking part in the block which made contact with ball. Player blocking a served ball.) Raise both arms above the head, palms forward. Indicate the player committing the fault.



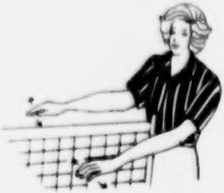
19. *Screening.* Raise hands to head height, palms outward and with elbows bent.



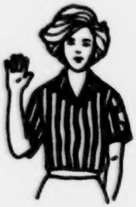
20. *Illegal attacker or illegal attack of the serve.* (Backline player hits ball to opponent's side from within attack area and from above the height of the net.) Make a forward motion with the forearm and indicate the player committing the fault.



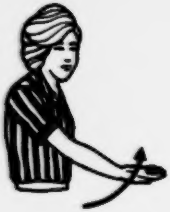
21. *No foul.* (Backrow player within the attack zone, contacts the ball below the height of the net.) Arms extended parallel to the floor, palm down; make a slight, horizontal sweeping motion.



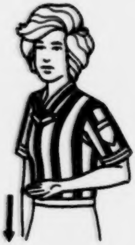
22. *Delay in serving.* Raise five fingers in a vertical position.



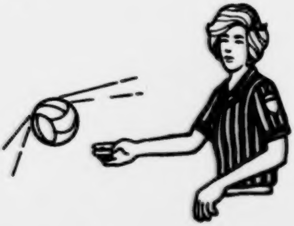
23. *Ball not released or thrown at time of service.* Lift the signalling arm in an extended position with the palm of the hand facing upward.



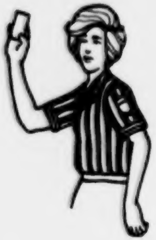
24. *Ball contacted below the waist.* Motion with one hand, palm up, from the waist downward. Indicate the player who committed the fault.



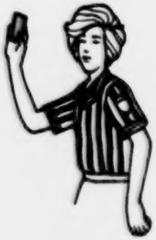
25. *Ball touching obstructions or antenna.* Indicate with the hand, the object touched by the ball. This signal shall be followed by the out-of-bounds signal.



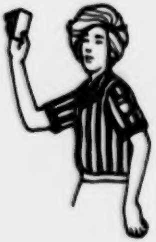
26. *Warning*. Show a yellow card.



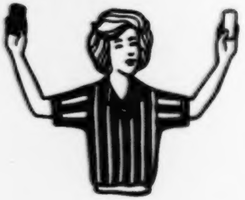
27. *Penalty*. Show a red card.



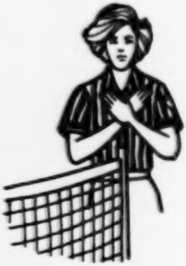
28. *Expulsion for remainder of game*. Show both the red and yellow cards together.



29. *Disqualification for remainder of match.* Show both the red and yellow cards in separate hands.



30. *End of game or match.* Cross the forearms in front of the chest.



Faults Without Signals

Verbalization is necessary for:

1. Interference
2. Abuse of re-serve privilege
    (a) serve delay during same game.
    (b) serves before whistle after having been warned.

Preliminaries for the Game

1. Arrive at the game 30 minutes before the scheduled starting time.
2. Introduce yourself to those who are in charge of the game. Determine type of match and any protest, tie-breaking and play-off procedures.
3. Inquire about or establish local ground rules if necessary. When fixtures or obstructions intrude upon the minimum requirements of 7 m (23') clearance above the playing surface, local ground rules should be established allowing a ball other than a serve to strike such obstruction and still be in play by the offending team as though the ball had not touched such obstructions. No such rebounding ball may legally strike above the opponent's side of the net nor may it legally fall to the opponent's playing area. In some situations it may be necessary for the first referee to make decisions as to what will be considered legal and so inform the captains of the two teams before play begins. If competing teams cannot agree on local ground rules, the first referee's established ground rules will be final.
4. If both officials have equal ratings and there is no specific assignment, determine which official shall serve as first referee for the match.
5. If one official has a higher rating, that official shall serve as first referee for the match; the official with the lower rating shall serve as second referee.
6. Check the playing area to see that the net is the proper height and that it is as taut as possible throughout its length. Insure antennae are in proper alignment.
7. Examine the ball to see that it is a spherical molded leather ball, uniform in color, and is properly inflated.
8. Check that both teams are in proper uniforms (numbers, likeness of uniform, color, and removal of designated illegal jewelry.)
9. Meet with the captains and/or coaches to determine who will be the official scorer. Only one scorer (official) will be allowed to sit at the scorer's table. The opposing team may keep their own scoresheet away from the scorer's area.
10. Make sure that the scorer is located opposite the first referee. See that there is a scoreboard visible to teams and spectators and that someone is assigned to its operation.
11. Make sure team benches are opposite the first referee and are at least 2 m (6'6") from the court boundaries.
12. At least 25 minutes before the start of the match, meet with and introduce the captains. Toss a coin to determine choice of playing court or service. The winner of the toss has the first choice. Discuss

and direct the type of warmup period desired by the teams. Determine if the optional and experimental rules will be used and notify the officiating team.

13. Give team members an opportunity to ask questions on rule interpretations, local boundaries, ground rules, and other matters before the game is started.
14. Meet with the scorer and line judges to review their duties and how the entire team of officials will work together.
15. The second referee is given instructions by the first referee prior to the match and shall assist in any way as requested in addition to performing the specific duties stipulated in the *Guide* for the second referee. Specifically discuss the responsibilities for situations involving net play (clarifying whether or not the first referee wants assistance in calling the top of the net), centerline fouls, touches on blocks, etc. Share any known information regarding patterns of serve reception, plays, etc. peculiar to the teams involved. The second referee is also expected to assist in identifying ball handling errors only where play is not completely visible to the first referee by discreetly signaling the first referee. The second referee, however, does not blow the whistle on the infraction. The first referee is the superior official of the game, which is of utmost importance when a difference of opinion arises. The opinions of the second referee may be given; the first referee, however, has the final decision.

Duties of the First Referee

A. *Before the match.*
   1. Conduct the prematch conference.
   2. Fully brief officiating team as to their duties. It is recommended the briefing take place at their game position (second referee, line judges, scorer, timer).
   3. Ensure the officials' names appear on the first game scoresheet.

B. *During play.*
   1. The first referee should be stationed at one end of the net in a position that will give an equally clear view of both courts. This position allows the first referee's head to be approximately 50 cm (20") above the top of the net. Location and height are important; proper position allows the official to follow the play closely on both sides of the net.
   2. It is recommended that the first referee remain on the stand during the entire match except in the event of a protest, personal reasons, scoring difficulty which the second referee is

unable to settle, and the 5-minute intermission between games 4 and 5.

3. Before the whistle is blown for the first service, the first referee should:
   a. whistle and signal to the teams to line up on the endlines;
   b. whistle and signal for teams to line up on the court for lineup check (serving order);
   c. wait until the second referee has checked the initial rotational orders, and identified the playing captains of each team.
4. The first referee blows the whistle when both teams are ready for play and the server is in possession of the ball in the serving area. During the service the first referee's attention should be directed to the following points:
   a. Before blowing the whistle the first referee should check the basic formation (readiness) of the receiving team.
   b. The hand of the first referee (receiving team side) should be placed on the cable to discern more easily if the ball hits the net on service.
   c. When the first referee blows the whistle signaling readiness to play, the server shall not delay but shall then immediately initiate the service. The allotted time for the server to put the ball in play is five (5) seconds to avoid penalty for delaying the game. The referee shall watch the serving team for out-of-position faults at the time of the service.
   d. If the server tosses or releases the ball and the ball is allowed to drop to the floor, a whistle should be blown. The first referee signals reserve and then whistles for service allowing another five (5) seconds for the service to take place. A side-out is awarded if the game is delayed in this manner more than one time during any service. If there is evidence that the server's delay is "intentional" in order to observe the movements of the receiving team, or possibly gain "rest time," a "warning" is issued. This privilege may not be abused.
   e. If the server is prepared to serve but it becomes known there is a wrong server and the team corrects itself, the new server may be allowed five (5) seconds providing there is no evidence of unnecessary delay on the part of the serving team. Again, as in "d" above, this privilege may not be abused.

5. The first referee may call timeout for rest and timeout for substitution. Only one whistle is needed to acknowledge a request for timeout or substitution. The appropriate hand signal should be shown by both referees.
6. The first referee must cooperate with the other officials. Use the second referee and line judges. They must be allowed to do their own work.
    a. If in doubt about a call, look to the second referee.
    b. If blocked out and the line judge makes the call, accept the call. Don't ask for a decision and then overrule it.
7. The first referee shall make decisions on infractions of the rules from the time the game begins until the scorebook is signed. The decisions shall relate to acts on or off the court during playing time, time-out, or between games.
8 The official should recognize all honor calls and only overrule if the player's decision is unrelated to the violation.
9. The first referee should avoid calling border-line fouls on game and match points. The obvious fouls however should be called.
10. The first referee must make decisions on points not specifically covered in the rules.
11. The first referee is to carry out all responsibilities as official in charge of the match. The first referee may speak to the players, coaches, and team officials through their captains.
12. If the first referee sees that one of the other officials does not know the job or is not acting objectively, the first referee must remove the official concerned and appoint another.
13. Before the deciding game of a match captains must state their preference to stay or switch after point 8 in the game (optional). The first referee should toss or direct the second referee to toss a coin to determine serve and side for the final game.
14. Handling any rule interpretation protest during the match.
    a. It is recommended that each competitive conference or league, or two opponents establish the procedure to follow in the event of a protest pertaining to interpretation of rules. It is strongly recommended that every effort be made to settle the dispute before resuming play of the protested game or certainly before the playing of any subsequent games of the match. The procedure is outlined in Rule 13, Comm. 8.
    b. When a question pertaining to interpretation of the rules has not been settled satisfactorily by the outside conference

but is to be carried to a higher authority for decision, the exact details of the game situation, including all players and their positions at the time of the protest, with a clear description of the situation in question, shall be put into writing immediately and signed by the first referee and captains. The game/match shall proceed as directed by the first referee. At the end of the match, the protesting team shall make a full report to its governing body or the NAGWS Rules Interpreter for a final decision. If the protest is judged by the governing body or NAGWS Rules Interpreter to be valid, begin the protested game again from the point of the protest and replay the remainder of the match to conclusion. The decision to replay a valid protest would ultimately rest with the two opposing teams and their governing body.

c. Under tournament situations, there should be a protest committee or interpreter who shall make final decisions on protests pertaining to rule interpretation. Play should be suspended until a decision has been made on the protest by this committee or interpreter. This decision will be final.

C. *After the match.* Thank the officiating team for their services.

Duties of the Second Referee

A. *Before the match*

1. The second referee should arrive at least one half an hour before the match and meet the first referee. If the first referee has not arrived, the second referee should begin the pre-match procedures. If the first referee does not arrive, the second referee should conduct the match.
2. The second referee checks the ball and becomes personally responsible to the organizers for the game balls.
3. The second referee times the official warm up period before the match.
4. The second referee ensures his/her name appears on the scoresheet for game one.
5. Although the responsibility ultimately rests with the coach, the second referee verifies that the team rosters are correct. Once necessary changes have been made, the rosters are submitted to the scorekeeper.
6. The second referee obtains the lineup sheets from the coaches at the beginning of the 2 minutes of serving and makes sure that they are properly filed and duly authenticated. The second referee must also ensure that the lineups are kept confidential

by the scorer. If a coach has turned in a lineup and requests a lineup change, that coach may do so only through the normal substitution procedure. If a coach fails to submit the lineup during the intermission period, the second referee notifies the first referee.

7. When the whistle is blown by the first referee for the teams to take positions on the court, the second referee and the scorer must check that the players are in their correct positions as noted in the lineup sheet and the scoresheet. After this time the scorer is responsible for the correct serving order.
8. After making this check, the second referee should indicate to the first referee the team captains and give the ball to the serving teams.

B. *During the match*

1. The second referee should be stationed at floor level in line with and back away from the post. The second referee's movement down the sideline and away from the post should be curtailed.
2. The second referee must watch the receiving team for players out of position at the time of service and then move to the blocking side. When whistling an "out-of-position" fault of the team receiving service, the second referee must indicate the reason for the whistle by pointing out the player(s) at fault.
3. Concentrate on play at the net and centerline by first watching the floor, up the net, touch on the block, down the net, and back to the floor.
4. Blow the whistle, if necessary, to stop play and signal the decision for any fault except one of ball handling. If the ball handling fault cannot be seen by the first referee, the second referee may discreetly signal it but the first referee is the only official who can whistle the foul.
5. Assist the first referee in identifying backline players playing illegally at the net.
6. Repeat all hand signals (exception: service beckon) of the first referee.
7. Request substitutions. When the player is substituted, the second referee should:
   a. take a position at the attack line facing the net;
   b. check that the substitute is standing ready to go at the substitution zone (area between attack line and the net); have the substituting player(s) stand with one hand raised and verify

to the scorer, the players' numbers involved in the substitution before sending the substitution onto the court.

c. step toward the scorer repeating the number(s) and see that the scorer is ready to continue;
d. signal (nod) to the first referee that the play is ready to resume
e. Although the responsibility ultimately rests with the coach the second referee shall:
    (1) beginning with the 9th substitution, notify the coach(s) of their number of team substitutions used;
    (2) notify the coach(s) when a player has entered the game for a third time.

8. The second referee may allow a time-out only *if the ball is dead,* and is responsible for the official time of time-outs. Whenever a time-out is requested, the second referee takes possession of the ball or may direct the nearest line judge to hold the ball. At the conclusion of the time-out period the second referee signals to the first referee the number of time-outs already charged to each team.
9. Calls the second referee shall whistle:
    a. Net violations (including the top). Visually display player(s) number(s) upon request.
    b. Centerline violations.
    c. Ball crossing net outside antenna on second referee's side of court.
    d. Overlap on receiving team.
    e. Player out of position.
    f. Definite back row blocker or spiker.
    g. Time-out and substitution requests.
    h. Foreign objects entering court that could cause a hazard to play.
    i. Injured player on court.
    j. Ball touching obstruction.
    k. 40 seconds and 45 second during a team time-out.
10. Calls the second referee shall not whistle:
    a. Touch on the block—signal touch.
    b. Ball handling—may discreetly signal fault on ball handling when first referee's view is impaired.
    c. Ball not crossing the net—signal 4 hits.
    d. Out-of-bounds play on second referee's sideline. The angle makes this call difficult and the second referee's attention should be at the net and centerline.

   e. Any play over the net.
   f. If the coaches or substitutes violate the rules while on the bench, the second referee must tell the first referee. It is the first referee who will award the penalty.
   g. Upon overhearing players insulting opponents, the second referee should walk across to the first referee to explain the call. The first referee will award the penalty.

11. During time-outs the second referee shall verify with the scorer that the score sheet and visual scoreboard are up to date and correct.
12. Between the games of the match the second referee shall:
   a. take possession of the ball;
   b. immediately take lineup sheets to the coach of each team;
   c. return the lineup sheets from the coaches to the scorer in time to see that the two-minute intermission is not delayed;
   d. prior to the deciding game of the match, toss the coin with the captains at the request of the first referee to determine choice of serve or side of court.
   e. discussion among R1, R2 and line judges between games should be minimal, professionally conducted and pertain to the match.
13. At the end of each game the second referee verifies that the winning point has been recorded and indicates end of game to the first referee.

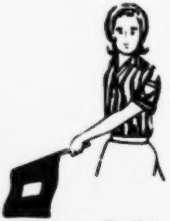
Duties of the Scorer

1. Before the beginning of a match, receive the verified rosters and record on the scoresheet the numbers of the players. Until the first service of each game, the lineups are kept confidential by the scorer and referees.
2. After the toss of the coin and before each game, record on the scoresheet the positions of the players on the court according to the serving order and lineup given to the scorer.
3. Record the scores as the match progresses, carefully noting the number of time-outs requested during the game and the substitutions made.
4. During time-outs, indicate to the referees the number of time-outs which have been charged to each team.
5. Notify the second referee when a team has used its 9th-12th team substitution and when a player has entered the game for a third time.
6. Before and during the progress of the game, make sure that the serving order of players is correctly followed.

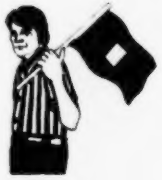
7. Signal the changes of side at the end of each game and when the leading team has eight points in the deciding game, when experimental rule is not in use.
8. Secure the names of the referees at the beginning of the match and sign the scoresheet at the conclusion of each game.

Duties of Line Judges

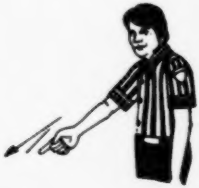
1. Each may have a flag with which to signal. (Now an option of the first referee whether to use flags.)
2. The line judges shall assist the first referee by signalling when a:
   a. Ball lands on or inside the court boundaries;
   b. Ball lands outside the court boundaries;
   c. Line violation by server or other player;
   d. Ball touches, crosses over or passes outside the antenna;
   e. Ball contacts player before going out of bounds.
3. The following techniques are to be used by the line judges when flags are used:



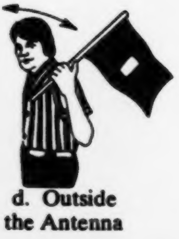
a. Ball in



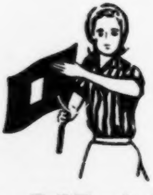
b. Ball out



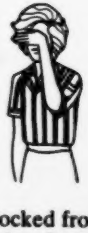
c. Foot fault



d. Outside the Antenna



e. Ball Touched by a Player



f. Blocked from seeing the ball

Referee Communication

It has been noted in different parts of the country that referee teamwork has been improved by the use of informal hand communication. The pre-game conference needs to include a discussion of which, if any, of the following communication is going to be used. All communication must be given discreetly. Below are suggestions which you can incorporate in your area.

1. Game/Match Point (R2): Place index finger flat against left shoulder.
2. Position of 5-1 Setter Prior to Serve (R2): Display of index finger(s) on front of thigh indicates if setter is front row (one finger) or back row (two fingers).
3. Identifying Back Row Players Involved in a Potential Violation (R2): Use back row attacker signal discreetly in front of chest.
4. Level of Play Requires Re-Evaluation of Ball Handling (Tighten-up) (R2): Fist displayed in center of chest.
5. Yellow Card (Warning) for Bench Control (R2): Display three fingers (which forms a "W") on center of chest.

These are tools for improvement of communication but are not recognized hand signals. Please forward any suggestions you might have to Nancy Sommer.

QUESTIONS ON TECHNIQUES

Inquiries regarding officiating techniques in volleyball should be directed to:

NANCY SOMMER
Attention: Time-Out for Sports
1705 E. Joppa Road
Baltimore, MD 21234

Instructions for Use of the Official Volleyball Scoresheet*

The scorer shall first prepare the scoresheet by printing the information required for the upper and lower parts of the scoresheet. The scorer shall then get the roster and lineup sheet from each team. The team representative shall write the players' numbers on the lineup sheet before the start of each game. The second referee shall verify that the team rosters are correct.

After the toss for serve and playing area, the scorer shall print on the left side of scoresheet, the name of team that will play in left area and, on right side, the team that will play in the right area. Make a cross in "first serve" square of team serving first. The scorer shall then write the players' numbers in serving order from lineup sheet and write "c" after the playing captain's number. Before lineup sheets are given to coaches, prior to the beginning of each game, the scorer circles the first server's position for both teams.

Scoring for first round of serves should be in blue (or black), second round of serves in red, third round of serves in blue (or black), etc.

After lineup sheets have been received by the scorer, no changes may be made unless a substitution(s) is used. Opponents may not see lineups submitted by opposing teams prior to the beginning of play. No erasers may be used.

Scorer shall draw a circle for the serve at the time the ball is contacted for the service (circle should touch both upper and lower lines). This gives the scorer required control of the scoring process. When the referee signals point, the scorer shall write the point number in that circle; when the referee signals play-over, the scorer shall write the letter "P" in that circle. When the referee signals side-out (rotate), the scorer shall write the letter "R" in that circle. These symbols are for recording the serve of a player and ball in play and are the only items that should be written in the circle.

When a point is awarded without service, put the point number in a square in the scoring section. In the running score column, put a square around the point number. (The term "scoring section" refers to the lines where the serves are recorded. The term "running score column" refers to the vertical score column in the center of the scoresheet.) When a play-over or side-out is indicated by the referee when no serve is involved, the scorer shall draw a square and enter the action awarded.

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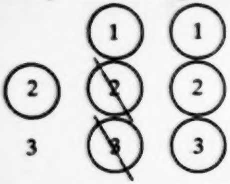
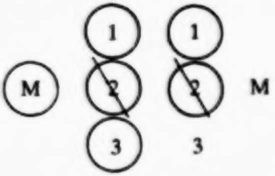
The code letter "M" is used to indicate a referee's mind change. When the referee changes the decision, the letter "M" is recorded in the scoring section after the circle, a slash cancels the referee's first decision, and the second decision is recorded in a square. If a point was made as the referee's first decision, the letter "M" is also placed in the running score column next to the slashed number. This letter "M" will be circled (or squared) when the point is remade.

Points cancelled because of the scorer's error acted upon by the referee (for illegal substitution or wrong server) will be slashed both in the scoring section and in the running score column. When the points are remade, the point numbers are remade in the scoring section and the remade number is circled (or squared) in the running score column. Always slash through cancelled points.

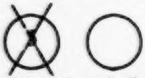




The scorer will record the letter "R" in a square if a server fails to serve in the alloted 5-second time period and is penalized a side-out by the first referee for delay of service. This would not be recorded in the comments section.

EXAMPLE: 5-second service penalty . . . $\boxed{R}$

If the scorer makes an inadvertent error in recording, i.e., scorer misinterpreted the referee's signal and recorded the wrong symbol, the scorer crosses out the mistake with an "X" and replaces it with the correct symbol.



If a serve has been initiated and the first referee stops play in the middle of the volley and issues a red card penalty, the scorer will draw a square around the circle and record in that squared-circle the appropriate symbol.

EXAMPLE: Red card to player on serving team . . . ① $\boxed{R}$
Red card to player on receiving team . ① $\boxed{2}$

The "Comments" section is to be used any time a noteworthy situation occurs during the game and is pertinent to the progress of the game. Noteworthy situations would include:

1. First referee showing a yellow card, indicating warning.
2. First referee showing a red card, indicating penalty point or penalty side-out.
3. First referee showing a red/yellow card together, indicating a player is expelled from the game.
4. First referee showing a red/yellow card apart, indicating a player is disqualified for the remainder of a match and must leave the area.
5. Points removed because of scorer error and acted upon by the first referee, i.e., wrong server, wrong position entry, entry of player not on roster, entry of player exceeding player or team substitution, entry of disqualified player or other illegal substitutions.
6. Side-out awarded as the result of a wrong server.
7. Abnormal substitution allowed because of injury.
8. Protested game (score, team areas, player serving, relative position of both teams at time of protested play; first referee dictates protest claims and signs; both captains and scorer sign).
9. Pertinent information relating to unusual circumstances in the conduct of the game.
10. Defaulted game.

When a warning or penalty has been issued by the first referee, the scorer shall indicate in the "Comments" section whether it is a warning or penalty, indicate the offending player's number or team, record the reason for penalty or warning, and record the score of game (offending team's score first).

Substitutions are recorded in the scoring section on the line of the player who is serving, or is about to serve. Substitutes for the serving team are indicated with an "S," and the substitutes for the receiving team with an "Sx." The numbers following the S or Sx indicate the players involved in the substitution, listing first the player entering and then the player leaving the game.

Time-outs are recorded both in the scoring section on the line of the player who is serving, or is about to serve, and in the time-out square under the scoring column. Time-outs for the serving team are indicated with a "T" and time-outs for the receiving team with a "Tx". The score is recorded in the time-out square for the team charged with the time-out with that team's score listed first.

When the game is finished, final recording of necessary information should be written in blue (black); winning team and score on top, losing team and score next; time game finished; names of first and second referees and scorer are written; all heading information is complete; "Score of the Game" number is circled. The scorer signs the sheets.

If a game is forfeited prior to the beginning of the game, the scorer prepares the scoresheet by filling in the heading, officials, lineup of players and/or team present, and score of 15–0, then writes "Forfeit" across the sheet. If more than one game of the match is forfeited, use this same game sheet to circle additional game numbers forfeited, rather than using an additional scoresheet. (If a best of 3 match is forfeited, "Score of Game" numbers 1 and 2 would be circled.)

Explanation of Scoring in Example

In this fifth and deciding game of the match, the coin is tossed and the blue team elects to serve first. White team chooses court to the left of the scorer.

Ⓟ Ⓡ Blue #2 serves twice, volleys resulting in a play-over and a side-out.

① ② Ⓡ White #17 serves two fast points; the third serve is a side-out.

① $S^{14}/_{10}$ $^{16}/_{6}$ Ⓡ Blue #8 serves their first point; the coach substitutes #14 for #10 and #16 for #6. Scorer records $S^{14}/_{10}$, $^{16}/_{6}$ in the scoring section, slashes through #10 and #6 in the player's number column, and writes #14 and #16 respectively. Team substitution #1 and #2 under the scoring column are circled. Player #8's second serve results in a side-out.

③ ④ $Sx\ ^{5}/_{20}\ ^{3}/_{8}$ ⑤ Ⓡ White's #1 serves points 3 and 4. Blue's coach calls for two substitutions, Player #5 for #20 and #3 for #8. Scorer records $Sx\ ^{5}/_{20}\ ^{3}/_{8}$ in White's scoring section, slashes through Blue #20 and #8 in the player's number column and writes #5 and #3 respectively. Team substitution #3 and #4 are circled. White #1 serves one more point, then serves a side-out.

② ③ Ⓡ Blue #14 serves points 2 and 3, then serves a side-out.

$S^{15}/_{7}$ Ⓡ White #7, the captain, is due to serve. Before she does, the coach substitutes Player #15 for #7. The coach designates Player #9 as the new floor captain. Scorer puts small "c" next to Player #9 in "player's number" column, as well as recording $S^{15}/_{7}$ in the White scoring section and slashing through White #7c, and writing in #15. Team substitution #1 is circled. Blue's captain requests a substitution, Player #20 for #14. Scorer informs captain this is a wrong position entry and refuses the substitution. The first referee issues a team yellow card for a delay due to a request for entry of an illegal substitute. Scorer records team warning against Blue in the comment section. White #15 serves a side-out.

~~④~~ Ⓟ ④ Tx $Sx^{11}/_{4}$ Ⓡ Blue #5 serves, and the scorer records point 4 in the scoring section as well as in the running score column in error. The referee's signal was a play-over, not a point. Scorer puts a large "X" through point 4 in the scoring section and records "P" in a circle immediately after as though the 4 had never been recorded. Since the referee's only signal was a play-over, and the scorer erred in observing the hand signal, the "P" is recorded in a circle, not a square. In the score column, the scorer puts an "X" through point 4 that was circled, rewrites Number 4 on the outside of the running score column. White captain questions the decision to play-over. Blue #2 makes a rude remark about the White captain questioning the decision. The referee holds up a yellow card and points to Blue #2, warning her to stop making rude remarks toward the opponents. Scorer records warning against Blue #2 in "Comments" section. Blue #5 serves for the second time, making point 4. Scorer circles the remade number 4 in the running score column. White captain #9 calls for their second team substitution, Player #11 for #4. Player #11 is still on the bench in sweats. The first referee issues a team yellow card for a delay in completing a substitution. Scorer records team warning against White in the comment section. White must wait until the next dead ball to request another substitution. Blue #5's service goes into the net.

$\mathrm{S}^{11}/_{4}$ ⑥ Tx Ⓡ White requests a substitution #11 for #4. Scorer records $\mathrm{S}^{11}/_{4}$ in the scoring section, slashes through #4 writing in #11 and circles White team substitution #2. White #3 serves point 6. Blue calls for their first timeout. Scorer records 4-6 in Blue's timeout square and Tx in White's scoring section. White #3 serves a side-out.

⑤ Tx Ⓡ Blue #16 serves point 5. White's captain calls for a timeout. Scorer records 6-5 in White's first square and Tx in Blue's scoring section. Blue #16 serves a side-out.

⑦ ⑧ C Sx $^{10}/_{14}$ ⑨ ⑩ Ⓡ White #11 serves points 7 and 8. Scorer signals change of sides (point 8 is reached). The scorer writes the change symbol "C" in three places: one in the scoring section; two in the running score column to note score of 8 to 5 at the change point. Scorer checks lineups on the floor, and the game continues. Before the first referee blows the whistle for service, the Blue captain calls for its fifth team substitution, Player #10 for #14. Since #10 is the original starting player in the game she may enter the game in her original position. White #11 serves points 9 and 10. The next service results in a side-out.

⑥ Sx $^{18}/_{1}$ $^{6}/_{11}$ Ⓡ Blue player #12, the captain, serves point 6. The White captain calls for two substitutions, Player #18 for #1 and #6 for #11. Team substitution #3 and #4 are circled. Sx $^{18}/_{1}$ $^{6}/_{11}$ is recorded in the Blue scoring section, a slash through White #1 and #11, with #18 and #6 recorded respectively. Substitution #6 for #11 is legal. Any number of players may enter the game in each position provided they have not been in the game previously in a different position. Blue #12 serves a side-out.

Sx $^{20}/_{5}$ $^{14}/_{10}$ $^{8}/_{3}$ S $^{7}/_{15}$ $^{4}/_{6}$ Ⓡ Blue captain calls for substitutions, Player #20 for #5, #14 for #10 and #8 for #3. Scorer records Sx $^{20}/_{5}$, $^{14}/_{10}$, $^{8}/_{3}$, slashes Blue #5, #10, #3 replaced with #20, #14 and #8 respectively, then circles team substitutions 6, 7, 8. The White coach calls for two substitutions, Player #7 for #15 and Player #4 for #6. Player #7 is again the captain (as soon as the original captain enters the game he/she is again the floor captain). Scorer slashes the "c" next to Player #9 in the player's number column. S $^{7}/_{15}$ $^{4}/_{6}$ is recorded in the White scoring section. White #15 and #6 are slashed and #7c and #4 recorded respectively. Before White #9 serves, the Blue coach requests a substitution, Player #3 for #8. The second referee denies the request since it is the second request for substitution during the same dead ball. Scorer records Blue IR 6-10, in the comment section. White #9 serves a side-out.

This completes the first round of serves for all players. Scorer reaches for red pen, ready to record second round.

⑦ ~~⑧~~ M $\boxed{P}$ $\boxed{R}$ Blue Player #2 serves points 7 and 8. The White captain questions the referee about the ball being inside or outside the line; the first referee confers with the line judge, then changes point 8 to a play-over. Scorer puts slash through the referee's first decision, writes code letter "M," and puts the referee's second decision in a square because no serve is involved in the second decision. In the running score, the scorer slashes through point 8 and writes the code letter "M" alongside the point. Blue Player #2 shouts a rude remark to the opponents (#2's second outburst). The first referee holds up a red card, points to the offender, and talks to the captain. The referee then signals side-out, which the scorer records in a square. The scorer notes the red card penalty in the "Comments" section.

$\boxed{R}$ White #9 serves (in error) instead of the correct server, White #17. (Scorer should know the wrong server is going to serve before it happens, but must wait until the illegal service actually occurs.) As soon as #9 contacts the ball for service, the scorer sounds the horn or whistle. No circle is drawn for illegal service (if circle is drawn inadvertently, the scorer puts an "X" through it). Nothing is recorded on the line of the incorrect server. A side-out is recorded in a square in the scoring section next to the person who should have served, Player #17, and the necessary information regarding the wrong serve is recorded in the "Comments" section.

Sx $^{1}/_{18}$ ⑧ Ⓟ Sx $^{13}/_{5}$ ⑨ Ⓡ Before Blue #8 serves, White captain #7 calls for a substitution to remove a player affected by opponent's poor sportsmanship #1 for #18. Scorer notes Sx $^{1}/_{18}$ in Blue's scoring section, slashes through #18, replaces with #1 and circles team substitution #7 for White. Blue #8 serves point 8. Symbol M is circled in the running score column, to indicate point #8. Blue #8 serves again. During the volley, the referee notices that White #3 is injured and immediately blows the whistle to stop play, indicating a play-over on the service. White #3 is not able to remain in the game. Since the White team has no additional players on its roster, a substitute who has already played in another position may replace the injured player, regardless of position. The White captain puts Player #15 (who has already been in the game for #7) in the game for injured #3 with Sx $^{15}/_{3}$ recorded in the Blue scoring column, a slash through White #3 replaced with #15, team substitution #8 circled, and an abnormal substitution noted in the "Comments" section. Blue #8 serves point 9, then a side-out.

⑪ Sx $^{6}/_{16}$ $^{5}/_{20}$ $^{10}/_{14}$ Sx $^{13}/_{2}$ Ⓡ White #1 serves point 11. The Blue coach calls for three substitutions, Player #6 for #16, #5 for #20, and #10 for #14. The scorer records substitutions noting Sx $^{6}/_{16}$, $^{5}/_{20}$, $^{10}/_{14}$, with slashes through #16, #20, and #14 and records #6, #5, and #10 respectively. Team substitutions 9, 10, and 11 are circled. While the substitutions are taking place, Blue #2 verbally abuses the opposing team and an official. First referee signals that Player #2 is expelled for the remainder of the game by holding up both the red and yellow cards together. The Blue captain is called to the stand and advised of the situation. The Scorer records information in "Comments" section. Blue captain substitutes Player #13 for #2 with Sx $^{13}/_{2}$ recorded, a slash through #2 and #13 recorded. This uses Blue's final allowable substitution. White #1 serves a side-out.

⑩ ⑪ Ⓡ Blue #10 serves points 10, 11, then a side-out.
⑫ $\boxed{13}$ ⑭ ⑮ White captain serves point 12. Blue coach calls for a substitution, Player #16 for #6. Since this would be a thirteenth team substitution for Blue, substitution is denied. The scorer recognizes that this illegal substitution request is a "repeated improper request" by the Blue team. The first referee penalizes the Blue team with a penalty point 13 which is recorded in a square in both the scoring section and the running score column. Scorer notes penalty in "Comments" section. White #7 serves points 14 and 15 to end the game and match.

The scorer uses a blue (black) pen to complete the rest of the sheet, fills out the rest of the scoresheet by recording the winning team on top and losing team second, notes the time the game ended at the top of sheet, and makes sure scoresheet is checked carefully to ensure its completeness (game number must be circled).

National Association for Girls & Women in Sport

TEAM White

VOLLEYBALL
LINEUP SHEET

Please Note: Write only the player's number in the positions in which they will START. Indicate captain with a "c" next to number and the player serving first with circle around number: (5)

GAME 1

NET

2c	1	17
3	4	9

GAME 2

NET

3	2c	1
4	9	17

GAME 3

NET

2c	1	17
3	4	9

GAME 4

NET

3	2c	1
4	9	17

GAME 5

NET

2c	1	17
3	4	9

ROSTER

	No.	NAME
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

[illegible]

COACH'S SIGNATURE D. Trooper

National Association for Girls & Women in Sport

TEAM Blue

VOLLEYBALL
LINEUP SHEET

Please Note: Write only the player's number in the positions in which they will START. Indicate captain with a "c" next to number and the player serving first with circle around number: (4)

GAME 1

NET

20	10	8
6	12c	2

GAME 2

NET

10	8	2
20	6	12c

GAME 3

NET

20	10	8
6	12c	2

GAME 4

NET

10	8	2
20	6	12c

GAME 5

NET

20	10	8
6	12c	2

ROSTER

	No.	NAME
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

[illegible]

COACH'S SIGNATURE S. Koffee

Experimental Rule: Rally Score System Deciding Game

When using the rally score system, every rally results in a point (except for a play-over). If the serving team wins the rally, they receive a point and continue to serve. If the receiving team wins the rally, they receive a point and the serve.

In the sample, the Blue team has won the coin toss and elected to serve first. The White team selected the left court.

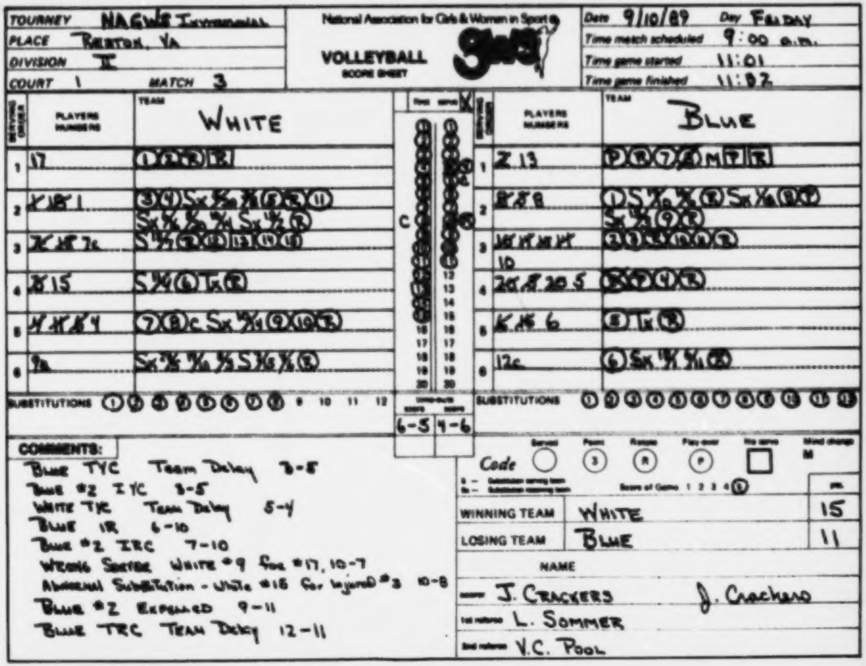
Blue #2 serves twice resulting in points 1 & 2 and then serves a side-out.

Because White team won the rally causing a side-out for Blue; they receive a point. That point is recorded in a square (no serve involved) on the line of the next server; in this case, White #17. The point is also squared in the running score column.

White #17 serves twice, resulting in a point and a side-out.

Because Blue won the last rally, causing the side-out for White, they receive a point. That point is recorded in a square on the line of the next server for Blue. In this case, Blue #8.

This scoring procedure is continued until the game is complete.



TOURNEY	NAGWS Invitational
PLACE	Reston, VA
DIVISION	II
COURT	1
MATCH	3

National Association for Girls & Women in Sport

VOLLEYBALL
SCORE SHEET

Date	9/10/89
Day	Friday
Time match scheduled	9:00 a.m.
Time game started	11:01
Time game finished	11:37

Serving order	Players numbers	Team WHITE
1	17	①②Ⓡ R
2	~~2~~ ~~18~~ 1	③④ Sx [illegible] ⑤Ⓡ⑪ Sx [illegible] Sx [illegible] Ⓡ
3	~~3~~ ~~15~~ 12	S [illegible] [illegible] 12 ⑭⑮
4	~~8~~ 15	S [illegible] ⑥ Tx Ⓡ
5	~~4~~ ~~2~~ ~~8~~ 4	⑦⑧ c Sx [illegible] ⑨⑩Ⓡ
6	9c	Sx [illegible] S [illegible] Ⓡ

SUBSTITUTIONS ①②③④⑤⑥⑦⑧ 9 10 11 12

First serve X

C

Time-outs Score Score
6-5 | 9-6

Serving order	Players numbers	Team BLUE
1	~~2~~ 13	Ⓟ Ⓡ ⑦ ⑧ M P R
2	~~8~~ ~~3~~ 8	① S [illegible] Ⓡ Sx [illegible] Sx [illegible] ⑨ Ⓡ
3	~~14~~ ~~17~~ ~~14~~ ~~17~~ 10	②③ [illegible] Ⓡ
4	2c ~~5~~ 20 5	[illegible] ⑦ ④ Ⓡ
5	~~5~~ ~~16~~ 6	⑤ Tx Ⓡ
6	12c	⑥ Sx [illegible] Ⓡ

SUBSTITUTIONS ①②③④⑤⑥⑦⑧⑨⑩⑪⑫

COMMENTS:

Blue TYC Team Delay 3-5
Blue #2 IYC 3-5
White TYC Team Delay 5-4
Blue IR 6-10
Blue #2 IRC 7-10
Wrong Server White #9 for #17, 10-7
Abnormal Substitution - White #15 for injured #3 10-8
Blue #2 Expelled 9-11
Blue TRC Team Delay 12-11

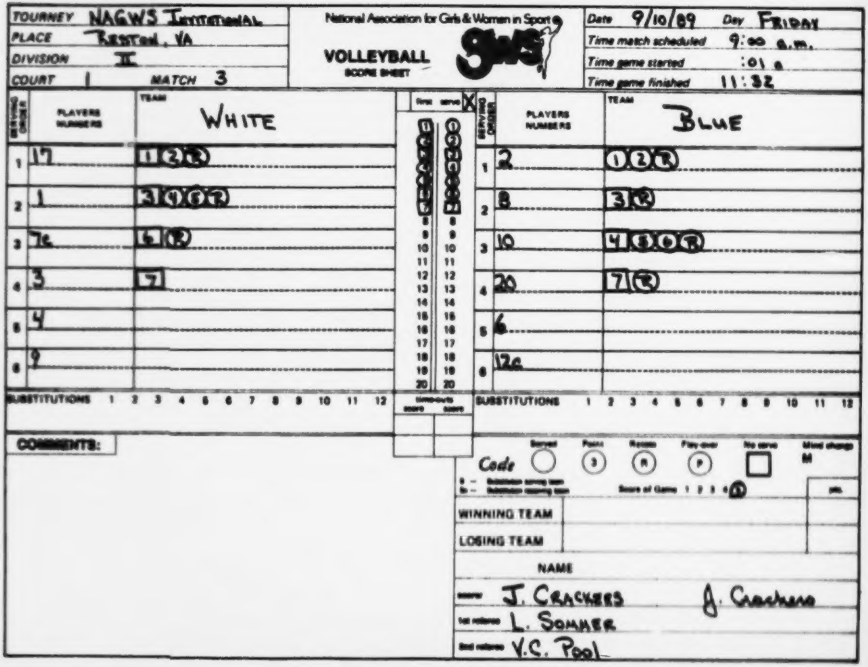
Code ○ Served ③ Point Ⓡ [illegible] Ⓟ Play over ☐ No serve M [illegible]

S – Substitution serving team
Sx – Substitution receiving team

Score of Game 1 2 3 4 ⑤

		pts.
WINNING TEAM	WHITE	15
LOSING TEAM	BLUE	11

NAME
Scorer — J. CRACKERS J. Crackers
1st referee — L. SOMMER
2nd referee — V.C. POOL



National Association for Girls & Women in Sport

VOLLEYBALL
SCORE SHEET

TOURNEY	NAGWS Invitational
PLACE	Reston, VA
DIVISION	II
COURT	1
MATCH	3
Date	9/10/89
Day	FRIDAY
Time match scheduled	9:00 a.m.
Time game started	:01 a
Time game finished	11:32

Serving order	Players numbers	Team WHITE	Serving order	Players numbers	Team BLUE
1	17	[1] ② Ⓡ	1	2	① ② Ⓡ
2	1	[3] ④ ⑤ Ⓡ	2	8	[3] Ⓡ
3	7c	[6] Ⓡ	3	10	[4] ⑤ ⑥ Ⓡ
4	3	[7]	4	20	[7] Ⓡ
5	4		5	6	
6	9		6	12c	

first serve ☒

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20

SUBSTITUTIONS 1 2 3 4 5 6 7 8 9 10 11 12

time-outs score score

SUBSTITUTIONS 1 2 3 4 5 6 7 8 9 10 11 12

COMMENTS:

Code: Served ○ Point ③ Rotate Ⓡ Play over Ⓟ No serve ☐ Mixed change M

S – Substitution serving team
Sr – Substitution receiving team

Score of Game 1 2 3 4 [✓ 5]

		pts.
WINNING TEAM		
LOSING TEAM		

NAME

scorer J. CRACKERS J. Crackers
1st referee L. SOMMER
2nd referee V.C. Pool

Volleyball Study Questions

Part I

Directions: Write the official's decision in the following situation, using the key letter(s). There is only one best answer to each question. Assume no conditions exist other than those stated in the question.
Note: Team A is the serving team.

Key:
PT . . . Point
R . . . Rotate
L . . . Legal, play continues
S . . . Sanction
P . . . Playover
TO . . . Timeout
D . . . Default

______ 1. The second referee notices during the rally that #7 on Team B is wearing a necklace. Team A finally scores a point with a kill to the back court.

______ 2. The CB on Team B remaining in contact with the floor and allowing the ball to drop below the height of the net, spikes the serve. The ball drops to the floor on Team A's side of the court.

______ 3. Team B is using a 2 person serve receive formation with the CF and CB in the passing positions. The served ball is directed cross court to the sideline. The CB sees the ball direction and slides past the RB to receive the serve at the right sideline.

______ 4. Team B's RF spikes the ball. The LB on Team A passes the ball but shanks it out of bounds behind the first referee. The setter keeps the ball from crossing the centerline but cannot stop her body momentum which carries her over the centerline. The LB on Team A returns the ball to Team B.

______ 5. On the third team contact, the LB on Team B attacks a ball from above the height of the net while in front of the imaginary extension of the attack line. The CF of Team A reaches across the net and blocks the spike. The ball rebounds and lands outside Team A's court.

______ 6. Team B's RF spikes the ball into the block. The ball rebounds off her head and the RB passes the ball to the setter. The setter sends a quick set to the middle attacker for the kill.

______ 7. Team B's #8 legally lines up for the serve receive in the right back corner. During the rally, B-8 takes off in front of the attack line and spikes a high and outside set for the kill.

_______ 8. The first referee whistles and beckons the serve. Five seconds elapse after the release for service but prior to the contact.

_______ 9. Team A has used 11 substitutions when A-9 is disqualified. The only substitution on the bench has been in the game at another position.

_______ 10. Team A's captain requests a substitution after the first referee has initiated the serve. The second referee whistles stopping the play.

Part II

Directions: Indicate the sanction to be levied in each situation, using the key letter(s). There is only one best answer. Assume no condition exists other than those stated.
Note: Team A is the serving team.

Key:

IYC	*Yellow Card—Individual Sanction*
IRC	*Red Card—Individual Sanction*
D	*Denial—Team Improper Request*
TYC	*Yellow Card—Team Sanction*
TRC	*Red Card—Team Sanction*
E	*Expulsion*
DQ	*Disqualification*

_______ 11. Team B fails to return to the playing court at the end of the team timeout when directed to do so by the referees.

_______ 12. Team B's coach fails to indicate more than one substitution when making the substitution request.

_______ 13. Team B's #9 stopped at 2-7 and again at 13-14 to deliberately untie and retie her shoe as A-1 prepares to serve.

_______ 14. During the first timeout, the first referee notices that Team A has water at the sidelines.

_______ 15. The captain requests a lineup check after the first referee has whistled for the serve.

Part III

Directions: Read each situation carefully. Decide whether the official's decision is CORRECT (C) or INCORRECT (I). Mark either C or I in

the space provided. If any part of the statement is incorrect, the entire statement is incorrect.

______ 16. Player A-4 twists her ankle in game 2 and reinjures the same ankle in game 4. The R1 allows the player a 3 minute injury timeout in each game because her team only had 6 players.

______ 17. Team B's middle blocker in the serve receive position jumps from behind the attack line to spike the serve. The ball crosses the net landing in the back corner of Team A's court. The first referee whistles the ball down and signals side out.

______ 18. The right front player on Team B spikes the ball into the top net tape. The second referee discretely signals touch to the first referee with her hands in front of her body.

______ 19. After the coin toss, the second referee, in error, tells the coach for Team B that they are to receive the serve. When the error is detected, the second referee corrects the score sheet without penalty.

______ 20. Team A's middle blocker attempts to block the ball trapping it against the net. The first referee whistles the play dead and signals held ball.

______ 21. The RF on Team A accidentally touches the net outside the vertical tape marker after spiking the ball. The second referee blows a whistle and signals a net violation. The first referee signals side out.

______ 22. Team A's coach requests a timeout. The scorer notifies the second referee that it is Team A's third timeout. The timeout is denied and the first referee sanctions Team A's coach with a team yellow card.

______ 23. At the moment of service, Team B is illegally overlapping. After A-6 contacts the ball for service, the scorer notifies the second referee that A-6 is serving out of order. The first referee indicates a double fault, corrects Team A's serving order and signals reserve.

Part IV

Directions: Read each question carefully. Select the one choice which best answers each question. Place the letter of your choice on the line provided.

Note: Team A is the serving team.

_______ 24. Reserve players on the team bench are allowed to:
A. sit on the team bench
B. stand in the warm up area
C. sit in the warm up area
D. stretch in the warm up area
E. all of the above

_______ 25. The second referee is verifying the roster and notices that there are 15 people listed by Team A. The second referee should:
A. verify the numbers and uniforms allowing all to play unless stipulated by the appropriate governing body
B. strike off the last 3 players listed
C. require the captain to strike off 3 players
D. ask the opposing coach if all 15 may play
E. ignore the roster and allow all 15 to play

_______ 26. The coach is upset when the first referee whistles the ball dead and out of bounds when it hit an extremely low backboard over the playing area. The correct procedure for this situation:
A. continue play—judgement call, no protest
B. ball should have remained in play
C. coach may protest by taking a timeout
D. the captain must protest
E. none of the above

_______ 27. The coach has submitted an inaccurate roster to the scorer before the match. The second referee should:
A. determine which players are listed incorrectly and declare them ineligible for the game
B. ignore the roster and allow all uniformed players entry into the match
C. allow the coach to correct the roster declaring the roster verified after the roster is corrected
D. allow the scorer to verify the roster
E. determine which players are listed incorrectly and declare them ineligible for the match

_______ 28. Team A's back row setter jumps up to save a bad pass from A-9. The middle blocker on Team B blocks the ball while it is directly above the net. The ball contacts the setter's hand before she lands on the court.
A. legal—play continues
B. whistle—back row attacker—sideout
C. whistle—back row blocker—sideout

D. whistle—reaching over—point
E. none of the above

______ 29. The ball is spiked into the back court near the intersection of the end line and side line. The first referee whistles and gives the following signal:

A. points towards the corner with the index finger extended
B. points towards the corner with the full hand extended
C. points towards the floor in front of the body with the index finger extended
D. points toward the floor in front of the body with the full hand extended
E. all of these signals are acceptable this year

______ 30. The scorer sounds the horn in the middle of the rally to inform the second referee that B-7 has entered in the game for the 4th time. The referees should correct the situation by following this procedure:

A. determine when illegal entry occurred and correct player(s) on the court. Cancel all points earned by Team B since the illegal entry. Award replay to Team A
B. determine when illegal entry occurred and correct player(s) on the court. Cancel all points earned by Team B. Award point to Team A
C. correct player(s) on the court. Deny the substitution making an improper request notation in the comment section. Replay the point
D. correct player(s) on the court. Sanction Team B with a team yellow card for team delay. Award a point to Team A
E. correct player(s) on the court. Sanction Team B with a team yellow card for team delay. Award replay to Team A

Part V

Directions: Using the sample scoresheet on page 152 of this guide, and the instructions for its use beginning on page 143, answer the following questions.

________ 31. Which point was cancelled due to a referee's mind change? (state team & point #)

________ 32. Which team called the first timeout of the game?

________ 33. Who was serving when White #6 entered the game? (state team & player #)

________ 34. Which team was winning the game when an abnormal substitution occurred?

________ 35. Who was serving when Blue #10 replaced #14 for the first time? (state team & player #)

These questions refer to the experimental rule rally point scoring system sample game.

________ 36. Which player was serving when Blue scored their 3rd point?

________ 37. Which player was serving when White scored their 7th point?

Answers and Rule References

Question	*Answer*	*Rule Reference*
1.	S	R5, A1a, C3
2.	R	R8, A11f, C13
3.	L	R7, A8a
4.	L	R9, A6b1
5.	PT	R8, A13a, C14a
6.	PT	R8, C12g
7.	PT	R8, A13a
8.	L	R7, A1a
9.	D	R5, A2i
10.	S	R4, A9
11.	TYC	R4, A10g
12.	D	R5, C5b
13.	TRC	R4, A10b
14.	TYC	R4, A10e
15.	D	R4, A92
16.	I	R5, A2i
17.	C	R8, A11f, C13
18.	I	Techniques; Second Referee
19.	C	R15, A6, C8
20.	C	R11, A4b
21.	C	R9, A3
22.	I	R4, A9
23.	I	R7, A8, C1i
24.	E	R5, A2c
25.	A	R5, A2a, C4b
26.	C	R1, A6, C3c, R13, A4, C1
27.	C	R5, A2a
28.	C	R8, A13a, C14f
29.	D	Mechanics; Signals
30.	D	R5, A2f
31.	Blue #8	Scoring Section (pp. 118-128)
32.	Blue	
33.	Blue #17	
34.	White	
35.	White #11	
36.	White #17	Rally Point Scoring Sample Game
37.	Blue #20	Rally Point Scoring Sample Game

NAGWS/ABO
Services

Sources of Information & Service

ABO Executive Council

Ann Casey, ABO Chair
Marcia Alterman, Past Chair
Louise Rota, High School Representative

Sue Lemaire, Volleyball Rules Interpreter
Janice Matson, Softball Rules Interpreter
Karen Gee, Volleyball National Rating Team (NRT) Coordinator
Ann Fruechte, Volleyball National Training Team (NTT) Coordinator

If you have questions concerning the techniques of officiating volleyball, write to:

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1705 E. Joppa Road
Baltimore, MD 21234

Information regarding volleyball questions in this guide or on the volleyball theoretical examination should be addressed to :

Terry Lawton
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Information regarding ABO officiating concerns for all sports, and other NAGWS services may be secured by writing:

NAGWS Executive Director
1900 Association Drive
Reston, VA 22091
(703) 476-3450

1989-1990 Volleyball Contacts

The names listed below will provide a contact in every state to find a qualified official for interscholastic and collegiate games. The list is compiled of NAGWS/ABO Board Chairs, state assignees, and USVBA Regional Referee Chairmen where there is no ABO Board. If you need a *qualified* official or wish to become a volleyball official, contact the person listed in your state and region.

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NAGWS Affiliated Boards of Officials

The Affiliated Boards of Officials (ABO) is one of the structures of the National Association for Girls and Women in Sports (NAGWS). The following official statement of goals was approved by the ABO Executive Council (Fall, 1977) in an effort to clarify the future directions of ABO:

1. To improve the quality of officiating for girls' and women's sports contests, regardless of the level of skill/maturity of players, or the rules governing the contest.
2. To increase the number of competent women officials, not to the exclusion of men, but as needed affirmative action.
3. To promote the involvement of women in the governing bodies of other sport officiating groups.

The purpose of the ABO is to promote quality officiating for girls' and women's sports programs by:

(1) Developing officiating techniques
(2) Providing materials for training and rating officials
(3) Disseminating information about officiating
(4) Promoting the use of ABO-rated officials
(5) Developing standards of conduct for officials compatible with the philosophy of the NAGWS
(6) Providing the organizational and administrative structure of the coordination of Affiliated Boards
(7) Promotion standards with respect to fees, ratings, and uniforms.

Over 100 Boards of Officials throughout the United States are affiliated with NAGWS/ABO. These boards provide opportunities for interested individuals to learn about officiating or judging in various sports. The ABO disseminates information on proper techniques and mechanics, and sets standards for evaluation based on those techniques. The ABO also provides theoretical testing materials and sets standards used to evaluate officials on their knowledge.

Statement of Philosophy of the Affiliated Boards of Officials

The Role of the Official in the Competitive Situation

Educational values should be of primary concern to all who have leadership roles in a competitive program. As one of those fulfilling leadership roles, the official must be concerned with promoting those values and with the welfare of the participant. The unique contribution of the official is assuring equal opportunity and fair play for all. The official essentially acts as an arbitrator, providing judgments that are within the spirit and intent of the rules. Decisions are based on objective evidence, free from bias and from the emotion that often pervades the competitive environment.

An official enters the competitive situation with a thorough understanding of the letter, as well as the intent of the rules, the strategy and skills of the sport to be played, and correct execution of officiating techniques to view the contest accurately. The official maintains a friendly yet reserved attitude toward all throughout the sport experience. The official is flexible, operating within officiating standards appropriate to the age of the performers, the level of skill, and the facilities available. Biases by players, spectators, and coaches will be evaluated with an understanding not only of the multiplicity of ways in which individuals may react to a competitive experience but also of the behavior appropriate to such an educational experience. Duties will be performed fairly, efficiently, and without drawing undue attention to the official. In order to strengthen the official's effectiveness, personal evaluation of performance will be made and solicitation of constructive criticism from coaches, players, and administrators will be sought. Though receiving a fee, the ultimate reward to the official will be that of having rendered a valuable service to girls and women who have found personal meaning in expressing themselves through the medium of sport.

Affiliated Boards of Officials Honor Award

The Affiliated Boards of Officials encourage NAGWS members to consider nominating a candidate for the ABO Honor Award. Criteria for the award are as follows:

1. Candidates shall be at least 30 years of age and shall have worked in promoting officiating through the ABO for at least ten years.
2. Candidates shall be persons of high moral character and personal integrity who by their leadership and efforts have made an outstanding and noteworthy contribution to the advancement of girls' and women's sports through officiating.
3. To indicate leadership of meritorious contribution, the candidates should present evidence of successful experience in any six or more categories of service from the following:

   Category 1: Offices-Leadership

   1. Member of the Executive Council of the Affiliated Board of Officials.
   2. Outstanding service at the state level in promoting the work of ABO.

   Category 2: Committee Work

   3. Chairperson of a committee of the ABO, such as a sport officiating committee.
   4. Committee work over a period of three years or more with local, state, district or the national organization within the structure of A.B.O.

   Category 3: Writing-Research

   5. Author or co-author of one or more books in areas dealing with officiating of girls' or women's sports.
   6. Author of five or more articles concerning officiating of girls' or women's sports which have been published in periodicals of national scope.
   7. Producer or director of a movie or other visual aid to be used in the teaching of officiating.

   Category 4: Speaking and Teaching

   8. Significant addresses for educational groups, conventions, radio and television audiences about officiating of girls' and women's sports.
   9. Presentations of clinics and workshops concerning officiating of girls' and women's sports.
   10. Teaching and training of officials

Category 5: Officiating and Rating

11. Holding a national ABO rating.
12. Being an official at a regional or national girls' or women's tournament.
13. Rating of officials for a period of five or more years.

Category 6: Public Relations

14. Promoting the use of ABO officials as an administrator of a school or recreation group or as a committee member of a city or league.
15. Serving on the governing body of sports officiating groups other than ABO and contributing liaison efforts and/or the promotion of the involvement of women in the decision making process of other sport groups.
16. An outstanding original contribution to the development of officiating of girls' and women's sports not included in the above.

Send recommendations to:
ABO Honor Award
NAGWS Program Administrator
1900 Association Drive
Reston, VA 22091

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Standards for Officials' Ratings in Volleyball

There are six ratings for officials, five of which qualify the holder to officiate sports contests. Each is designed to meet the needs of various sports events and to stimulate interest of individuals who desire to officiate.

The *Examiner's rating* signifies the holder is qualified to rate officials. This rating does not certify the holder to officiate sports contests.

The *Intramural rating* qualifies the holder to officiate contests in the school in which the holder is enrolled or contests of comparable level.

The *Apprentice rating* qualifies the holder to officiate contests which may be adequately controlled by a competent, but inexperienced official.

The *Local rating* signifies that the holder is qualified to officiate interscholastic and intercollegiate contests requiring a competent and experienced official.

The *State rating* signifies that the holder is capable of officiating any contest within the state or region where the rating is awarded.

The *National rating* signifies that the holder is capable of officiating any contest anywhere in the United States. This rating is for the most highly skilled official.

All ABO officials are required to take the theoretical examination yearly. Specific requirements for all ratings are outlined below.

Examiner

1. Prerequisite — must have held a state or national rating for a minimum period of four years. (The four years need not be consecutive but must be within the previous eight-year period.)
2. Theoretical examination[1] — national examination, minimum 82.
3. Duration— two years from next June 1.
4. Renewal:
    a. In order to be eligible for renewal, the candidate must have been involved in the rating or training of officials.

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[1] Form A and Form B of the ABO Theoretical Examinations *must* be administered as closed book examinations.

   b. To renew, the candidate must pass the national theoretical examination with a minimum score of 82.
   c. Should the rating lapse for one year or less, the candidate remains eligible for renewal.
   d. Should the ratings lapse for more than one year, the candidate must qualify through earning a State rating.
5. This rating is transferable to other Boards.

Intramural Official

1. Minimum standards—set by Affiliated Board.
2. Duration—rating expires yearly on June 1.
3. Renewal—current
   a. Written examination must be taken prior to each collegiate season—minimum score set by board.
   b. Practical examination—must be taken within each two year period—minimum score set by board.
4. This rating is nontransferable to other boards.

Apprentice Official

1. Minimum standards can be set by the affiliated boards, or these standards may be followed:
   a. Theoretical examination[1]—national examination, minimum 60.
   b. Practical examination[2]—minimum 75; minimum number of raters: at least one rater with a local rating or above.
2. Duration—rating expires yearly on June 1.
3. Renewal—current
   a. Written examination must be taken prior to each collegiate season—minimum score set by board.
   b. Practical examination—must be taken within each two year period—minimun score set by board.
4. This rating is nontransferable to other boards.

Local Official

1. Minimum standards
   a. Theoretical examination[1]—national examination, minimum 76.
   b. Practical examination[2]—minimum 80; minimum number of raters: two raters; one rater must have a local rating or above; or alternate methods as described in the ABO Volleyball Handbook.

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[2] Any rating team may include no more than one Examiner and no more than one Honorary National. See Alternate Practical Rating Procedures and Methods for Practical Renewal in this section.

2. **Duration—rating expires yearly on June 1.**
3. **This rating is transferable to other Boards.**

State Official

1. Minimum standards
   a. Theoretical examination[1]—national examination, minimum 82.
   b. Practical examination[2]—minimum 85; minimum number of raters: three raters; one rater must have a state rating; others must be local or above; or alternate methods as described in the ABO Volleyball Handbook.
2. Duration—rating expires yearly on June 1.
3. Renewal
   a. Written examination—must be taken prior to each collegiate season.
   b. Practical examination—must be taken within each two year period.
4. This rating is transferable to other Boards.

National Official

Note: National Ratings for Volleyball can only be awarded by ABO National Rating Teams.

1. Minimum standards
   a. Theoretical examination[1]—national examination, minimum 88.
   b. Practical examination[2]—minimum 88; minimum number of raters: three raters all with national ratings.
2. Duration—4 years from next June 1.
3. Renewal
   a. Written examination—must be taken prior to each collegiate season.
   b. Practical examination
      (1) Rated by NRT
      (1) Alternate method of renewing a National Rating (p. 178)
4. This rating is transferable to other Boards.

An official must apply to attend a national rating session. The following criteria must be met for an official to apply:

a. Must have officiated with a current State rating for 2 years, or have officiated with a current National rating, or have officiated with an Honorary National rating.
b. Must have passed the written test scoring 88 or above, administered and verified by the local officiating board chair.
c. Must have officiated at a national, state, regional, or qualifying tournament in at least 1 of the 2 previous years; *OR* must have

obtained signatures of three (3) *different* individuals who serve in any of the following capacities:

(1) college or university Women's coach (2 maximum)
(2) volleyball National Rating Team member (1 maximum)
(3) certifying Board Chair
(4) NAGWS National official with National Tournament officiating experience
(5) officiating coordinator or tournament director of a national, state, regional, or qualifying women's volleyball tournament (1 maximum)

A national volleyball rating is valid for 4 years from next June 1. This rating is transferable to other boards.

Instructions and application forms follow.

Affiliated Boards of Officials
National Association for Girls and Women in Sport

Instructions for Securing a National Rating in Volleyball

Following are the forms necessary for making application to be rated by the NAGWS Volleyball National Rating Team in order to obtain an NAGWS/ABO National Volleyball Rating. The procedures for making application are as follows:

1. Telephone NRT Coordinator to determine space availability at the desired NRT site.
2. Applicant should fill out the application form completely, and then obtain the appropriate signature as verification of SECTION A and B. (Note: This signature is a verification, not a recommendation.)
3. It should be noted that the NAGWS/ABO National-*Theoretical Examination* must be the one for the season in which the practical examination will be given. The applicant must receive at least an 88 on this theoretical examination and a photocopy of the results (the answer sheet) must reach the NRT Coordinator no later than *two (2) weeks* prior to the date of the rating session.
4. If the applicant chooses SECTION B, Part 3, as the method of eligibility from that section, the signatures must be obtained on the NAGWS/ABO National Rating Applicant Recommendation Form from *three (3) different* individuals.
5. The application and recommendation forms should be submitted with the $50.00 pre-registration fee to the NRT Coordinator so that it is postmarked no later than *three (3) weeks* prior to the rating. Submit to:

   Karen Gee, NRT Coordinator
   1515 Vine Street
   Belmont, CA 94002
   (415) 593-3574

6. In the event there are more applications for a particular rating site than can be handled, preference will be given in the following order:

First, individuals who have officiated in regional or national tournaments in at least one of the past two years.

Second, individuals who have officiated in state or qualifying tournaments in at least one of the past two years.

Third, individuals who have been recommended by three (3) different individuals as defined on the NAGWS/ABO Recommendation Form.

Fourth, individuals who have attended two consecutive rating sites immediately prior to the current season and who did not pass at either rating site.

7. Once an individual has been accepted as an applicant, the $50.00 pre-registration fee will be *refunded only* if the rating session is cancelled or is filled and the applicant is unable to attend any of the other available sessions.

8. The applicant is responsible for all *expenses* incurred while attending the rating session. During those contests on which the applicant is being rated by the NRT, she/he will receive no payment. The applicant will be paid as any other official for other tournament matches which she/he officiates.

Alternate Method of Renewing a National Rating:

A National rating is granted from date awarded through four (4) years. Eight points must be accumulated during this time to renew by points. A year begins with the fall college season and ends with the summer USVBA National Tournaments.

Points Accumulation:

Points for rating or training—maximum 4 points in 4 years.

1 point for actively rating for NAGWS NRT

1 point for conducting a clinic for NTT

Points for Officiating.

1 point for officiating semi-finals and/or finals of a women's college conference championship.

1 point for officiating women's NJCAA, NAIA, NCAA preliminary rounds and/or regionals.

1 point for officiating the semifinals and/or finals of the following women's national championships: any division of NCAA, NAIA, or NJCAA.

1 point for officiating the finals of any division at the United States Open Championship Tournaments or at the United States Junior Olympic Championships.

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Application for NAGWS/ABO Volleyball Rating

NAME ____

ADDRESS ____
Street

____
City State Zip

PHONE NUMBER (______) ______________________________

I. LOCAL NAGWS/ABO BOARD WITH WHICH YOU ARE AFFILIATED:

Board Name ____

Board or Volleyball Chair ___________________________

Address ____
Street City State Zip

II. I have met the following requirements to become an applicant for an NAGWS/ABO National Volleyball Rating (check only those which apply to you.) Note: In order to qualify as an applicant, you must be able to check at least one qualification from Section A and one qualification from Section B.

SECTION A: During 86/87 and 87/88 volleyball seasons I officiated with:

____________ A current NAGWS State Rating, or

____________ A current NAGWS National Rating, or

____________ An NAGWS Honorary National Rating.

SECTION B:

____________ Have officiated in a Regional or National *women's intercollegiate* volleyball championship in at least one of the past two years, OR

____________ Have officiated in a State or Qualifying *women's intercollegiate* volleyball tournament in at least one of the past two years, OR

__________ **Have been recommended by three (3) different individuals as defined on the NAGWS/ABO National Volleyball Rating Applicant Recommendation Form. (Attach forms to application.)**

VERIFICATION: The above information must be verified by one of the following: board or volleyball chairperson, member of the National Rating Team, other current National NAGWS official. *YOU MAY NOT VERIFY THIS SECTION YOURSELF!*

I hereby verify that the above information is correct:

____

Name Title Date

III. I am applying for the rating session (see below) at: __________

Central Missouri State University
Warrensburg, Missouri
September 29-30, 1989

California State University, Sonoma
Cotati, California
October 13-14, 1989

University of Delaware
Newark, Delaware
October 20-21, 1989

IV. I understand that a check for *$50.00* must *accompany* this application for me to be considered.**

PLEASE RETURN THE COMPLETED APPLICATION AND A CHECK FOR $50.00 TO:

Karen Gee
1515 Vine Street
Belmont, CA 94002
(H) 415-593-3474
(O) 415-545-3150

**If you not accepted as a candidate at one of the rating sites, your application fee will be refunded.

I understand a photocopy of my answer sheet for the current NAGWS/ABO Volleyball Theoretical Examination MUST reach the NRT Coordinator no later than two weeks prior to the date of the rating session or my application will be void.

____

Signature of Applicant Date

Affiliated Boards of Officials
National Association for Girls and Women in Sport

National Volleyball Rating Applicant Recommendation Form

This is to certify that I have observed:

____
(applicant's name)

as an NAGWS/ABO volleyball official and recommend this official to be considered by the NAGWS/ABO National Rating Team as an applicant for the National Volleyball Rating.

Position (check one):

______ College or university women's volleyball coach (1)
______ ABO Volleyball National Rating Team member (2)
______ Certifying board chair (3)
______ NAGWS National official with National Tournament officiating experience (4)
______ Officiating coordinator or tournament director of a State, Regional, or qualifying women's volleyball tournament (5)

____
(Signature)

____
(Date)

---

(1) Maximum of 2
(2) Maximum of 1
(3) Maximumof 1
(4) Maximum of 1
(5) Maximum of 1

How To Become A Rated Official

1. **Study the rules, techniques of officiating, and study questions.**
2. Attend interpretations meetings and officiating clinics or training courses conducted in your vicinity.
3. Practice often. To some, officiating comes easily; to others it comes only as the result of hard work and concentration. Welcome criticism and work hard to improve.
4. **Find out from the chair of the nearest affiliated board when examinations for ratings are to be held.**
5. Take your rating remembering that it is the aim of the Affiliated Boards of Officials to maintain high standards for officials.

Methods for Practical Examinations

A. New Candidates

1. New NAGWS/ABO candidates (inexperienced or unregistered) can qualify for an apprentice rating by meeting one of the following criteria:
   a. attend a series of structured clinics set up by the Board, the number to be specified by the Board, *or*
   b. secure a passing grade and the recommendation of the instructor in an officiating course at the college level (the course must be approved by the Board), *or*
   c. attend officiating courses offered by another organization. Candidate must secure a recommendation from said course and such a course must be approved by the Board. Courses offered by recreation departments or adult education would be acceptable.

   New apprentices shall work with more experienced officials for a number of contests, as designated by the affiliated board.
2. New NAGWS/ABO candidates (those who are experienced officials and/or registered with other officiating organizations) can be awarded a rating after completing the following requirements:
   a. receiving the appropriate score on the NAGWS/ABO Theoretical Examination (Form A or Form B); and,
   b. demonstrating ability to use ABO officiating techniques. The local Affiliated Board shall specify the nature of the demonstration but shall recognize the official's experience.

B. Methods for Practical Renewal

1. An official may renew or *upgrade* a rating by officiating under observation of the examining committee. See this section for number of raters required.
2. Alternative Method for Renewing at the *same level:* (Exception: basketball and volleyball nationals, gymnastics officials, and synchronized swimming officials).
   a. officiate a minimum of 3 intercollegiate, interscholastic, or interagency contests during which a minimum of 5 different evaluators are involved. Evaluators may be sought from coaches of the teams involved and/or ABO officials watching the contest. (The NAGWS/ABO official must have a rating comparable to that being sought by the renewal candidate.) Prior to the contest, the candidate shall ask the coaches and/or officials to respond to the evaluation postcard addressed to the appropriate sports chair, indicating the quality of officiating. After the contest, the person responding should fill out the postcard, indicating an opinion as to the competency of the official and mail it to the appropriate sports chair. If an average of 4 is scored by the official as indicated from the 5 responses, a national rating is automatic, providing that a minimum of 88 had been scored on the theoretical examination. If an average of 3.5 is scored by the official as indicated from the 5 responses, a state rating is automatic, providing that a minimum of 82 had been scored on the written examination.
   b. officiate a designated number of contests, such to be designated by the board.

If written complaints are received about an official renewing as in a. or b. above, a more formal method should be used.

Patch and Uniform

All NAGWS/ABO officials are required to wear an official ABO patch which can be purchased, *only* by board chairs, from the National Office. Patches are sport and rating specific, i.e., Regional, Synchronized Swimming.

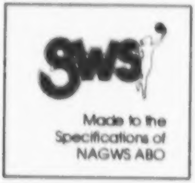
The following uniform is required of all ABO officials receiving fees for their services:

Shirt—Navy blue and white alternating stripes
Sweater—White v-neck pullover for volleyball
Slacks—Navy blue (Shorts—navy blue—Tournaments only when high temperatures exist)

Shoes—All white leather
Socks—White
Belt—Navy blue
Other equipment—lanyard whistle, penalty cards (concealed from view), timing device with second-hand. A ball guage, net measuring device, and rule book are recommended.

Note: Local Boards are encouraged to adopt uniform regulations for each contest such that each official is easily identifiable. For safety reasons, both officials should be attired the same.

Manufacturers will attach the standard NAGWS/ABO label to indicate that the item has been approved (sample tag shown below). For a list of approved manufacturers and distributors, contact the NAGWS National Office.


GWS
Made to the Specifications of NAGWS ABO

Official Uniform for National Officials Rated by the Volleyball NRT's

Volleyball: Navy blue and white striped shirt approved by NAGWS/ ABO; navy blue dress slacks (skirts or culottes are not acceptable); completely white socks; all white leather and clean shoes; no jacket. *Note:* When officiating within a local area, a National Office may have to adjust this uniform slightly to ensure easy identification within a sport contest. For conference or regional and national championships a specific uniform may be designated by the sponsoring organization.

Recommended Fees

Local boards should establish fees that reflect the level of rating of the official as well as the type and level of competition within their locale. Boards are encouraged to establish fees in conjunction with local governing groups. The fee schedule should reflect differential pay based upon rating levels.

It is strongly recommended that fee schedules not differ from that of officials of boys' sports, given substantially similar type and level of competition as girls' sports.

Registration of Officials

Most states require those who officiate either boys' or girls' interscholastic contests to be registered with the State High School Athletic Association or other administrative body. All NAGWS/ABO officials who officiate high school or junior high school games are urged to cooperate fully with their state regulatory body.

Amateur Standing of Officials

An official who wishes to maintain amateur status as a participant in a sport must be aware of the ruling(s) on amateur status established by various governing bodies for that sport.

Amateur status is defined by high school and college governing bodies as well as by national sport governing bodies that hold the franchise from international sport governing groups.

The official who wishes to maintain amateur status as a participant is responsible for investigating the specific regulations of *each* governing body with jurisdiction over such eligibility.

National Governing Bodies

Basketball—Write the Amateur Basketball Association of the United States of America, 1750 E. Boulder St., Colorado Springs, CO 80909.

Competitive Diving—Write U.S. Diving Inc., Pan American Plaza, Suite 430, 201 South Capitol Avenue, Indianapolis, IN 46225.

Competitive Swimming—Write U.S. Swimming, 1750 E. Boulder St., Colorado Springs, CO 80909.

Gymnastics—Write the United States Gymnastics Federation, Pan American Plaza, Suite 300, 201 South Capitol Avenue, Indianapolis, IN 46225.

Soccer—Write the United States Soccer Federation, 1750 East Boulder Street, Colorado Springs, CO 80909.

Softball (Fast Pitch and Slow Pitch)—Write Amateur Softball Association, 2801 N.E. 50th St., RR #4, Box 385, Oklahoma City, OK 73111.

Synchronized Swimming—Write U.S. Synchronized Swimming Inc., Pan American Plaza, Suite 510, 201 South Capitol Avenue, Indianapolis, IN 46225.

Track and Field—Write The Athletic Congress/USA, P.O. Box 120, Indianapolis, IN 46206.

Volleyball—Write the United States Volleyball Association, 1750 E. Boulder St., Colorado Springs, CO 80909.

Information for Affiliated Boards

How to Establish a Board of Officials

1. Establish the need for an affiliated board by contacting individuals in the area who have current ratings or who are interested in standardizing and raising the level of officiating.
2. Write to NAGWS/ABO Program Administrator, c/o NAGWS/AAHPERD, 1900 Association Drive, Reston, VA 22091, for a sample copy of an authorized constitution for officials' boards and application for becoming an affiliated board.
3. At a designated meeting of interested individuals present plans for forming a board.
   a. choose a name which will permit expansion of function as need may arise; do not limit title to one sport.
   b. from the group, elect a chair, chair-elect, secretary, and treasurer, or other leadership as needed.
   c. form an examining committee in which you would like to give ratings. If any member has been rated elsewhere, such experience should be helpful; such a rating is not necessary, however. It is suggested that members of the examining committee be examined and obtain ratings from other affiliated boards whenever possible.
   d. make plans for drawing up a constitution according to the sample copy received from the NAGWS/ABO Program Administrator of the NAGWS Affiliated Boards of Officials. Plan to devote some time to the study of the rules and to practice officiating. If possible, secure the assistance of some rated official in each sport for which the Board anticipates giving ratings.
4. Send the completed application form, two copies of the local constitution, and a check for $25 affiliation fee (made payable to the NAGWS Affiliated Boards of Officials) to the NAGWS National Office. Indicate the sports in which you wish to grant ratings by listing the names and qualifications of *3* interested individuals. Approval of the application will come from the ABO Past Chair who will request that examination packets be sent to your Affiliated Board Chair for all sports in which your Board is authorized to give ratings. The process of accepting an application for affiliation of a new Board and of requesting that the proper examination packets be sent ordinarily takes several weeks. Prospective Boards, therefore, should file for affiliation at least 2 months before they wish to hold rating sessions.

5. Administer Form A of the National Theoretical Examination. Form B of the National Theoretical Examination may be administered to those who did not pass Form A.
6. Conduct practice sessions in rating officials. All persons on the examining committee who have not previously rated officials should attend these practice sessions prior to actually rating. Secure the assistance of a rated official in these practice sessions if at all possible.
7. Give practical examinations to individuals who pass the written examination. (Note minimum number of raters required to give various ratings, in this section.)
8. Order appropriate rating cards and patches from the NAGWS National Office for distribution to those who pass the theoretical and practical examination.
9. Send lists of approved officials to schools and other organizations in the area. This notice should indicate the recommended fees for officiating and should give the name, address, rating, and telephone number of each official.
10. Keep accurate lists of all persons receiving ratings. Submit an NAGWS report for each sport in which your Board is authorized to give ratings to the NAGWS National Office. An appropriate NAGWS form is included in each examination packet. Due date for submitting all forms: **June 1**; exception: Gymnastics due January 1. Send completed exam answer sheets to the NAGWS National Office, which conducts a yearly item analysis.

Adding Sports—Expansion of Services

Should a Board wish to add ratings in other sports, the Chair of the Board should write the ABO Past Chair c/o NAGWS National Office. The Board should indicate the names of a minimum of 3 persons qualified to act as examiners in that sport for the next 2 years. Qualifications and experience in the sport should be listed for each potential examiner. Should your Board qualify,you will be notified by the ABO Past Chair and will receive a packet for administering examinations.

Maintaining Affiliated Status

To maintain affiliated status in each sport in which it gives ratings, a Board must:

1. **Pay dues each year to the *NAGWS National Office*.** (Notification will **be sent each spring.)**
2. Submit a yearly NAGWS computer report to the NAGWS National Office regarding the current status of rated officials. (Reports for each sport must be submitted by **June 1**, with the exception of Gymnastics, which is due by January 1. Appropriate forms are included in examination packets.)

Note: Examination packets are mailed yearly to *qualified* boards on:

July 1—Volleyball
August 1—Basketball
January 1—Gymnastics
January 15—Fast Pitch & Slow Pitch Softball

If you do not receive your packet(s) within two weeks of the above dates, contact the National Office, 1900 Association Dr., Reston, VA 22091 (703) 476-3450.

Volleyball National Training Team

The Volleyball National Training Team (NTT) of the Affiliated Boards of Officials offers four professional training programs tailored for high school and college officials.

As a Host Site Coordinator, you have the distinct opportunity of providing officials of your board or conference with expert training by nationally certified volleyball officials. Participants will gain invaluable information on the latest rules, mechanics, and interpretations, as well as learn the most effective methods of match control.

The Volleyball National Training Team Programs offer a variety of ways to train and update all officials (novice to experienced) for quality officiating in high school and collegiate volleyball.

Be a part of nationwide quality officiating. Plan a program in your region today!

National Training Team Members

Marcia Alterman - Kansas
Patti Barrett - Texas
Michael Blalock - Texas
Ann Casey - California
Kathy Davis - North Carolina
Linda Fletcher - Texas
Arlane Frederick - New York
Ann Fruechte - Oregon
Fish Gupton - Virginia
Sue Lemaire - California
Joan Powell - Colorado
Patty Salvatore - Ohio
Mike Schooley - Missouri
Nancy Sommers - Maryland

Training Opportunities

Program #1

Rules Interpretation Clinic
Length: 3 hours
Suggested Cost Per Participant: $20 ABO Member
$25 Non-Member
Requirements: Room with tables, chairs and chalkboard.

Program #2

#1 + an On-Court Demonstration
Length: 4-6 hours
Suggested Cost Per Participant: $28 ABO Member
$33 Non-Member
Requirements: #1 + two teams in numbered jerseys, court, official's stand.

Program #3

#1 + #2 + Video Evaluation of Officials
Length: 8-12 hours
Suggested Cost Per Participant: $35 ABO Member
$40 Non-Member
Requirements: #1 + #2 + VCR camera, monitor, blank tapes, playback unit.

Intensive Training Program (Camp Format)

#1 + #2 + #3 + In-Depth Evaluation, Coaching & Strategy Updates, format to meet your needs.
Length: 2-3 days
Suggested Cost Per Participant: Varies according to format.
Requirements: #1 + #2 + #3 + local support staff for dealing with logistics, registration, and rating officials, and keynote speaker (if desired).

Suggested cost based on 20 participants.

To sponsor a workshop in your area

Contact:
Ann L. Fruechte, NTT Chair
235 Ferndale Drive
Eugene, OR 97404

For an immediate reservation, call:
503-688-8234

Coaches Academies of the Affiliated National Coaches Council

The National Coaches Academies were formed by the NAGWS to:

(1) provide leadership opportunities among coaches of girls and women at the local, state, national, and international levels
(2) recruit women into coaching
(3) provide a mentoring and informational network between coaches at all educational levels
(4) assist in the formulation of standards and policies for conducting competitive sport programs for girls and women
(5) inform members of current coaching techniques, trends, and technology
(6) sponsor institutes, conferences, and clinics to promote the professionalization and certification of coaching
(7) increase the participation rate of girls and women at the recreational, youth, school, collegiate, and elite levels
(8) maintain a Speakers Bureau of qualified coaches as national and/or international clinicians

Academies for the following sports have been established:

Badminton
Basketball
Bowling
Fencing
Field Hockey
Gymnastics
Soccer
Softball
Swimming/Diving
Synchronized Swimming
Team Handball
Tennis
Track and Field
Volleyball

Get involved . . . JOIN NOW! Membership benefits include 1) two newsletters per year, with updates, clinic dates, rule comparisons, coaching tips and techniques, and reports on the status of women and girls in each sport; 2) reduced rates at NAGWS/ANCC clinics and institutes; 3) a network for support, friendship, mentoring, and leadership training among coaches of girls' and women's sports; and 4) workshops at the AAHPERD Convention.

Please direct questions to:

Virginia Overdorf, Chair
National Coaches Council
8 Michael Drive
Wayne, NJ 07470

Peggy Kellers
NAGWS Executive Director
1900 Association Drive
Reston, VA 22091
(703) 476-3450

Sports Academies of the Affiliated National Coaches Council

NAME ____
last first initial

ADDRESS ____
street

____
city state zip

Please check the academies you wish to join:*

_____ Gymnastics
_____ Bowling
_____ Soccer
_____ Tennis
_____ Volleyball
_____ Badminton
_____ Fencing
_____ Softball
_____ Swimming
_____ Basketball
_____ Field Hockey
_____ Team Handball
_____ Track/Field

Teaching/Coaching level (please check):

_____ College
_____ Jr. High
_____ Jr. College
_____ Elementary
_____ High School
_____ Other (specify)

I am willing to serve on an Academy committee: Yes No
Please specify: ____________________________________

*AAHPERD MEMBERS:
Membership number on your journal label ______________
$10.00 for one Academy
$ 5.00 for each additional Academy

*Non-AAHPERD Members:
Please send AAHPERD membership information:
_____ Yes _____ No
$20.00 for one Academy
$ 5.00 for each additional Academy

PLEASE RETURN TO:

NAGWS
1900 Association Drive
Reston, VA 22091

Championship Results

1988-89 Volleyball Championship Teams

NJCAA National Volleyball Championship Results

1st Place: Schoolcraft College, Livonia, Michigan
2nd Place: Texas Southmost College, Brownsville, Texas
3rd Place: Manatee Community College, Bradenton, Florida
4th Place: Eastern Arizona College, Thatcher, Arizona

NCAA National Volleyball Championship Results

Division I

1st Place: University of Texas, Austin, Texas
2nd Place: University of Hawaii, Honolulu, Hawaii
3rd Place: University of Illinois, Champaign, Illinois
4th Place: University of California, Los Angeles, California

Division II

1st Place: Portland State University, Portland, Oregon
2nd Place: Cal St. U. at Northridge, Northridge, California
3rd Place: North Dakota State University, Fargo, North Dakota
4th Place: Regis College, Denver, Colorado

Division III

1st Place: University of California at San Diego
2nd Place: Illinois Benedictine College, Lisle, Illinois
3rd Place: Juniata College, Huntingdon, Pennsylvania
4th Place: University of Wisconsin, Whitewater, Wisconsin

NAIA National Volleyball Championship Results

1st Place: University of Hawaii at Hilo, Hilo, Hawaii
2nd Place: Western Oregon State College, Monmouth, Oregon
3rd Place: Hawaii Pacific College, Honolulu, Hawaii
4th Place: University of Montevallo, Montevallo, Alabama

Schoolcraft Community College
1988 NJCAA National Champions

Standing L-R: Ann Kolnitys, Assistant Coach, Nikki Stubbs, JoAnn Kolnitys, Maria Evans, Sarah Heddle, Anjanette Lankford, Cathy Coak, Manager, Tom Teeters, Head Coach. *Kneeling L-R:* Chris Paciero, Laura Brown, Alisha Love, Terri Klimczak, Kirstin Steizer.

University of Texas Women

1988 NCAA National Champions - Division I

(Front row, L-R): Cindy Williamson, Sue Schelfhout, Dagmara Szyszczak, Shawn Caver (no longer on the team), Yvette Bradley (no longer on the team). *(Middle, L-R):* Nikki Busch, Katie Salen, Denise Niles (no longer on the team), Annette Garza, Missy Kurt (transfer—did not play). *(Back, L-R):* Quandalyn Harrell, Stacie Nichols, Anissa Hauser, Dawn Davenport, Kimberly Komula, Janine Gremmel.

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Portland State University
1988 NCAA National Champions - Division II

Front Row (L-R): Dawn Krenik (15), Cathy Kuntz (5), Mike Derrick (8), Narci Norgaard (6). *Kneeling:* Shannon Thordarson (12), Kari Kockler (14), Quincey Shinnick (13). *Standing:* Assistant Coach Terri Jo Kelly-Schlatter, Patty Lopez (4), Amber Thomas (11), Maria Rickman (3), Head Coach Jeff Mozzochi, Jenny Norlin (9), Shelley Rumberger (10), Andy Thompson (2), Assistant Head Coach Marty Mozzochi.

University of California at San Diego
1988 NCAA National Champions - Division III

(Clockwise from left): Diana Klintworth, Beth Selby, Dana Simone, Linda Ross, Elizabeth Tan, Jennifer Wellman, Asst. Coach Fritz Ziegenfuss, Rachel Vetter, Dee Dee Bigelow, Ellen Chi, Laurie Bertanyi, Head Coach Doug Dannevik, Becky Palmer, Stephanie Eischen, Jenifer Dodson, Vikki Van Duyne, Allison Hensleit.

University of Hawaii at Hilo
1988 NAIA National Champions

Front Row: Haeja Kim. *Second Row, Left to Right:* Edna Togiai, Tracie Huddy, Napua Kawaa. *Third Row, Left to Right:* Naomi Heleniki, Sheila Scott, Thia Palakiko, Michelle Cazimero. *Fourth Row, Left to Right:* Jessica Strickland, Debbie-Ann Namohala, Flo Alo, Tara Grieser. *Fifth Row, Left to Right:* Lindy Rowan—Trainer, Nalani Speneer—Assistant Coach, Sharon Peterson—Head Coach, Carla Carpenter-Kabalis—Assistant Coach, Manu Meyer—Assistant Coach.

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